GUIDE TO THE KNOWN GALAXY

CHRIS A. FIELD

AN OTHERVERSE AMERICA SOURCEBOOK

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ON THE COVER:

A Choicer "Persephone" Hard Suit does battle with a Nemesis Hellraider.

"We have to consider the possibilty of xeno-cultural contamination, not just biological contaimination. There is a very good chance that sooner or later, a xeno-visitor will arrive with the either the firepower, charisma or sheer economic muscle to completely reshape human civilization. We've seen it happen to other species- to the Thray, to the Cavepainters, to the Clee-Setti, to the Polyflor- alien contact changes a planetary culture so radically that its recognizable, indigineous society effectively collaspes. There's no reason to assume it can't happen to *homo sapiens*.

So far we've been lucky. We've had technological (and to a lesser degree cultural) parity with the xeno-empires we've met to date. First contact with the Stonecutters and the Half-Grey certainly changed our planet, but it didn't completely annhilate our indigenous culture. We've encountered aliens and now we know we're humans living in a **very** populated galaxy, but we're still **humans**.

What happens if and when something truly **inhuman** lands on Earth? Humanity is adaptable, but how can we adapt to something on the level of whatever force drove the Truegrey to extinction? How do we adapt to the **things** that Stonecutter pilots claim to have encountered during hyper-space transition? How do we respond the readings our deep probes have been returning from the galactic core?

And if we **can** adapt to something like that, what will our species and our planetary culture look like when its all said and done?

Human research and exploration of deep space is more vital now than it ever has been. Though the Covenant's newly comissioned *Lesbos* has taken the lead in space exploration, a lead that all too many nay-sayers say is insurmountable- APEX and America cannot stand aside and let others explore on our behalf! Rather than viewing the Covenant's successes as obstacles and embarassments, we should celebrate their discoveries as victories for all man-kind. Rather than gutting NASA budgets and vetoing funding for United Nations Exploratory, America must finally return to space!

And as always, APEX leads the way. For years I have pushed Congress to include APEX marines and xeno-contact experts on **all** out-system missions, and have pushed- pushed hard- for more joint APEX-Covenant missions. Because if APEX does not greet our galactic neighbors as friends and equals **outside** our solar system, we will surely meet our galactic neighbors on the battlefield. And as good as we are, I'm not sure that's a battle we could win."

-Major General Elliot Shy,
United States Secretary of Defense 2038-42, during an APEX commencement address, June 2041.

November 12, 2106.
The Tokyo Beanstalk, Nihon-Shubu Lounge

The two men hugged each other hard, glad they'd both survived the missions and the miles since they'd last seen each other. The two men had much in common: both were black- in the old style, with smooth brown skins untainted by phenotype mods or comms tattoos. They dressed simiarly, in practical mustard yellow jumpsuits that had seen light years of travel and months of hard service, until the nano-impregnated armored fabric wore as comfortable and familiar as cotton

The two men were brothers, of course. Their lives had always followed similar trajectories- both venturing into the military to get their exo-orbital certs, than a tour with the megacorps. One brother- Calvin, the older of the two- did a stint with Solomon Station's elite fire-rescue squad, and never let his younger sibling forget it. Their names were Calvin and Dennis Broadhouse, and they were both spacers, born and bred.

As the two men settled into the cramped faux-leather seats of the corner booth, Calvin brought up business for the first time, "So what up, choice? Hear you're looking to crew up…"

Dennis sighed wearily and settled into the seat. He leaned back, relaxing after a long day that had been part of a long week, which was a vital component in one long motherfuckin' month. Dennis nodded, and sipped his beer, "Lookin' to get off of Earth before the War wakes back up, bro."

Calvin raised an eyebrow, and nursed his White Russian, gazing out over the gathered crowd. Mostly spacers, mostly people he recognized. Mostly human, with a handful of xenos thrown in for flavor. A Stonecutter missionary dozing in a corner

booth, waiting for the beanstalk elevator to reach high orbit, a pair of Half-Grey women huddled together in a shadowy corner, a few things Calvin didn't recognize. It took him a second, but Calvin realized he didn't see anyone wearing the purple arm bands or somber Sigils which marked them as Lifer. Bad news- anytime you didn't see Lifers out in crowds like this, you knew something was brewing.

"Are things really that bad? These fools still fighting over that same abortion shit? Things were suppoosed to be getting better…"

Dennis nodded emphatically.

"You've been out in the Big Black way too long. It's getting nasty here. There were three docs killed last week, back home. New Powereds showing up all the time, APEX raids in the news every other day. The Lifers talking mad shit on the Mesh, and the Choicers doing the same idiot thing. It's like Dad always told us about how it was the first time."

Dennis took a sip of beer, and tilted the neck of the bottle towards his brother, "I figure a nice long salvage haul's in order. Get off planet until it all blows over, fatten up the bank account….Wonder if my beloved big brother can do something to help me out?"

His brother was nodding, and Dennis saw him smile into his drink. There would be paperwork and medical clearances, cybernetic surveys, a meeting with the ship-boss, probally two or three days of formalities before they broke orbit and headed out, but Dennis new he had the job if he wanted it.

Calvin tapped the velcro patch over his breast- the cartoony, cigar chompin' crow driving an old style wrecker truck, "I'm signed on with the *Magpie Maggie* right now. Good crew. Mostly humans- got a couple of Comabt Types and an FCB for firepower with us, actually."

Calvin answered before his brother asked the obvious question, "And yeah, we need the firepower. We're running salvage into the Core. We're going to be heading out on a five year float…."

Now it's Dennis' turn to nod. Five years would be hard, real hard, but he was calculating what kind of house five years worth of hazardous duty pay could buy, and running the odds of the Abortion War still being hot when it was all over.

"What's the prospect?"

Calvin drained his drink in one final swallow, and slid it across the tiny table they shared. Ice cubes clinkled softly, and Dennis knew why his brother was hesitating. He knew why his brother looked around the bar nervously and lowered his voice- it wasn't the threat of a claim jumper getting there ahead of the *Magpie Maggie*. Well, it wasn't just that…..for some reason discussions of the galaxy's heart always seemed to provoke reverence among spacemen.

Finally, after a long moment, Calvin explained it all to his brother.

"Small planetoid, about 60% of Earth's mass. Nitrogen and argon atmo. Just on the fringes of the core-zone. We call the place Victory- it's got a numerical designation about half a page long that nobody uses. We've found a lot of artifacts there. I mean a lot. We've found Gazelle stuff, and some weird tech that might be Senator. Maybe. It's big, Dennis."

His brother whistled appreciatively.

"Handsome. What's the split?"

Calvin smirked deriseively, enjoying the chance to needle his younger rival just a little bit, "You'd be coming aboard as an NCO so standard salary and insurance bundle, plus one percent of recovered tech. You in?"

Dennis whistled again, finished his beer and smiled broadly.

"Course I'm in. You've never steered me wrong before."

The older brother laughed heartily, and waved over one of the cute barefoot waitresses who serviced the orbital lounge. He pointed at his brother, "Than you're buying next round, rich man."

The universe itself is several trillion years old, and has been host to sentient life almost from the first moment of its creation. Life has evolved in the hearts of stars and in the deepest, coldest voids between galaxies. The Milky Way galaxy is the jewel of the universe, the axis upon which all of material reality turns. Our galaxy is home to an assortment of wonders, unmatched anywhere else in this impossibly vast universe.

The Guide to the Known Galaxy is a sourcebook for the Otherverse America campaign setting, describing a dozen alien races common to the universe. The new player races presented here range from the relatively humanoid and comprehensible, such as the Half Grey or the Thrayce, to exotic, truly alien enigmas like the dimensionally-dispersed Jigsaw. These new aliens were built with a specific campaign world in mind, but can easily be used in any D20 Modern or Future campaign.

In addition, a feat type is described: **Lifechain Feats**. Lifechain feats give their recipient an overwhelming genetic advantage, and provide the character with supernatural talents….. at an enormously high cost.

These Lifechain Feats, and the star-spanning ecosystem and mythology they are part and parcel of, form the basis for Otherverse cosmology and galactic history.

I. Earth, the South and Western Spiral Arms

The Limits of Human Space

Humanity is new to space. In the two centuries since the first flight at Kitty Hawk, we have left our own solar system and spread out to outposts and colonies across the galaxy. A handful of human starships have ventured into the dark heart of the galaxy, making the same pilgrimage that all species do in their quest to understand the universe.

Table: Galactic Landmarks, South & Western Spiral Arms

Species	Progress Level	Home World	Distance From Earth	Galactic Position
Half Gray	PL 8 in decline	(destroyed)	(destroyed)	Most have settled on or near Earth, Western Spiral Arm
Humans	PL 7	Earth	-	Western Spiral Arm
Lanning-Injva	PL 6	Septempis	Approximately 950 light years	Western Spiral Arm
The Polyflora	PL 6	The Polyflor Confedaracy	Approximately 460 light years	Western Spiral Arm
The Stonecutters	PL 8	Kor	Approximately 500 light years	Southern Spiral Arm
The Thrayce	PL 4	Moy-Sirelli IV	Approximately 450 light years	Western Spiral Arm

As of 2107, total human population tops 9 billion galaxy wide. America's population finally broke the billion mark during the mid 2060s, and now rests at nearly 1.3 billion. Most humans call Earth and the lunar colonies home, with 400 million or so scattered throughout the various out colonies.

With several million souls calling it home, Jupiter's Solomon Station is the largest and most politically important out-colony, followed by Diana Station on the Moon. There are a handful of out-colonies outside our solar system, including embassies on major Stonecutter capital worlds and research stations in extra-solar systems which humanity has marked for potential colonization or resource exploitation.

Human explorers and out colonists must be prepared to face a universe that's home to a wide variety of alien life forms. Many explorers and colonists have mastered the following feats, to better survive the rigors of life in space.

Alien Weapons Proficiency (General)
(From the D20 Future SRD)

You are proficient with alien weapons.

Benefit: You take no penalty on attack rolls when using any kind of alien weapon.

Normal: A creature without this feat takes a –4 non-proficiency penalty when making attacks with an alien weapon.

Out-Colonist (General)

You have lived on a Terran out-colony, surviving on the rugged fringes of human controlled space. You are a technologically adept survivor and explorer.

Prerequisite: any one of the following: Gearhead, Guide or Planetary Adaptation

Benefit: Your experiences in the out-colony have sharpened your survival skills and technical how-to. You receive a +2 bonus on Pilot, Repair, and Survival checks. You receive a +2 bonus on Treat Injury checks made to aid yourself, reducing the total penalty to –3. You can choose to attempt surgery on yourself.

Normal: You suffer a –5 penalty when using the Treat Injury skill to treat yourself. You cannot perform surgery on yourself.

Planetary Adaptation (General or Psionic Precursor)
(Modified from the D20 Future SRD)

Your physiology has been altered by life on a planet with a harsh climate or adverse environmental conditions.

Prerequisite: character level first only, CON 13+

Benefit: You gain one of the benefits listed below, depending on your planet of origin.

- *Barren World:* You gain a +4 bonus on Survival checks and a +4 bonus on Constitution checks against starvation and thirst.
- *Cold World:* You gain a +4 bonus on FORT saves against extreme cold, as well as cold resistance 5.
- *Dark World:* You gain Darkvision out to a range of 60 feet. Darkvision is black and white only, but otherwise works as normal sight.
- *High-G World:* You gain a +2 bonus to your Strength. Reduce your base height by 6 inches.
- *Hot World:* You gain a +4 bonus on FORT saves against extreme heat, as well as fire resistance 5.
- *Low-G World:* You gain a +2 bonus to your DEX score. You tend to be significantly taller and more graceful than an unmodified member of your species, with less muscle mass and lower bone density.
- *High*-G World: You gain a +2 bonus to your STR score. You are shorter and more compact than an unmodified member of your species, and are substantially heavier.
- *Water World:* You gain a +4 bonus on Swim checks and can hold your breath for a number of rounds equal to twice your Constitution score.

- *Toxic World:* You hail from a polluted world, or one filled with highly toxic flora and fauna. You become immune to all forms of poison.
- *Radioactive World:* You gain a +4 bonus on FORT saves made to resist radiation poisoning, and treat an irritated area, creature or object as being one step less radioactive than it is.
- *Necklace World:* You hail from a world on the fringes of Phallus Space (the galactic core), and have adapted to survive in a Lifespawn-dominated ecosystem. You receive a +4 bonus on FORT saves made to resist the exotic natural attacks and toxins of Lifechained creatures. If you possess Lifechain feats, you are treated as having one fewer Lifechained feat for the purposes of predatory Lifechain abilities. You may select the Awakened Heritage feat at any point in your career, not just at first level.

Special: You may only take this feat at 1st level. You may select this feat more than once, however, if you get multiple feats at 1st level; each time you choose this feat, you gain a different benefit. You can easily use this feat to 'custom-build' a unique or undiscovered alien species from a remote world.

Racial Exotica (General or Psionic Precursor)

Years of commercial and military grade gene-modding, alien/human mating and random evolution have permanently altered the human genome. The full details of your heritage may never be fully known, and while your features mark you as not completely human, your strange beauty and otherworldly appeal cannot be denied.

Prerequisite: character level first only.

Benefit: Your body bears subtle mutations that make you both more durable and more sexually appealing. Most noticeably, your skin is an abnormal but appealing color or texture- you might have a light pelt, iridescent scales, or seem to be made of more exotic matter. Some humans with this feat have translucent bodies that resemble glass sculptures, while others have gleaming steel skin. Once your unusual appearance is chosen, it cannot be altered.

Regardless of appearance, your exotic skin gives you a +2 natural armor bonus to your Defense score, and grants a +4 racial bonus on sexually oriented Bluff and Diplomacy checks.

Limitations: Characters with this feat suffer a –4 penalty on Disguise checks made to pass for an unmodified member of their species.

Reverse Engineer (General)

By studying and disassembling recovered technology, you can make great technological strides.

Prerequisite: Gear Head, Knowledge: technology 8 ranks, Repair 4 ranks

Benefit: You may disassemble and study a piece of technology from a higher progress level, including unusual technology that is magic-based or techno-organic, in an attempt to understand how it works. The recovered tech is destroyed in the process, and the research and study requires at least 40 hours of work.

At the end of the study and experimentation period, you may attempt a Knowledge (technology) check in an attempt to understand how the recovered device works.

The check DC is based upon the Progress Level of the recovered tech. Recovered or unusual technology from PL 5 or earlier has a check DC 20. Each additional PL beyond PL 5 increases the Knowledge: technology check DC by +5 (to a maximum base DC 40 for PL 9 technology.) If the recovered tech is magic based or techno-organic, the check DC is increased by +2.

If your check is successful, you receive a permanent +1 rank in Repair and Knowledge: technology, regardless of your normal maximum ranks in these skills, due to the insights you gained studying the alien device.

If the device studied is magical or techno-magical in nature, you instead receive a permanent +1 rank in Repair and Knowledge: arcane lore,

regardless of your normal maximum ranks in these skills, due to the insights you gained studying the magical device.

You may design and build devices similar to the recovered technology without penalty regardless of how much more advanced the device is in contrast to main-line technology.

Spacer (General)
(Modified from the D20 Future SRD)

You have a special affinity for spacecraft and space travel.

Benefits: You gain a +2 bonus on Computer Use checks made to use onboard spacecraft computer systems, a +2 bonus on Navigate checks when plotting a course through space, and a +2 bonus on all Pilot checks made to fly a spacecraft or sub-orbitals.

You receive a +2 bonus on WILL Saves made to resist the psychological side-effects of ITF travel and to resist the mental effects of close proximity to Phallus Space.

Xeno-medic (General)
(From the D20 Future SRD)

You know how to provide safe medical treatment to alien life forms.

Prerequisites: Knowledge (earth and life sciences) 6 ranks, Treat Injury 6 ranks, Surgery.

Benefits: You can, without penalty, use the Treat Injury skill to perform surgery on a living creature regardless of its type. You may use your medical skills to assist bio-cyborgs, Lifechained creatures and other unusual life forms.

Normal: Characters without this feat take a –8 penalty on Treat Injury checks (–4 if they have the Surgery feat) when performing surgery on creatures of a different type.

Special: This feat cannot be used to heal or repair nonliving or inorganic creatures such as constructs or undead.

Zero G Training (General) (From the D20 Future SRD)

You can function normally in low gravity or zero gravity.

Prerequisites: DEX 13+, either Tumble or Perform: dance 4 ranks

Benefits: You take no penalty on attack rolls in low-gravity or zero-gravity environments. In addition, you do not suffer the debilitating effects of space sickness.

Normal: Without this feat, you take a –4 penalty on attack rolls while operating in zero-gravity environments, or a –2 penalty on attack rolls while operating in low-gravity environments. In addition, you are subject to the effects of Space Adaptation Syndrome, also known as space sickness.

Faster than light travel has been a reality since the early 2020s, with the human star drives being modeled after recovered Truegrey technology, or upon the un-earthly biological processes of early superhumans. When Powereds like Barron, Cold Front and Ultimate first emerged, they revolutionized physics, bioengineering and space exploration, not to mention virtually every other branch of the sciences. By studying the energy these metahuman beings were able to wield and manifest, scientists were finally able to make the kind of breakthroughs science fiction had been predicting for years.

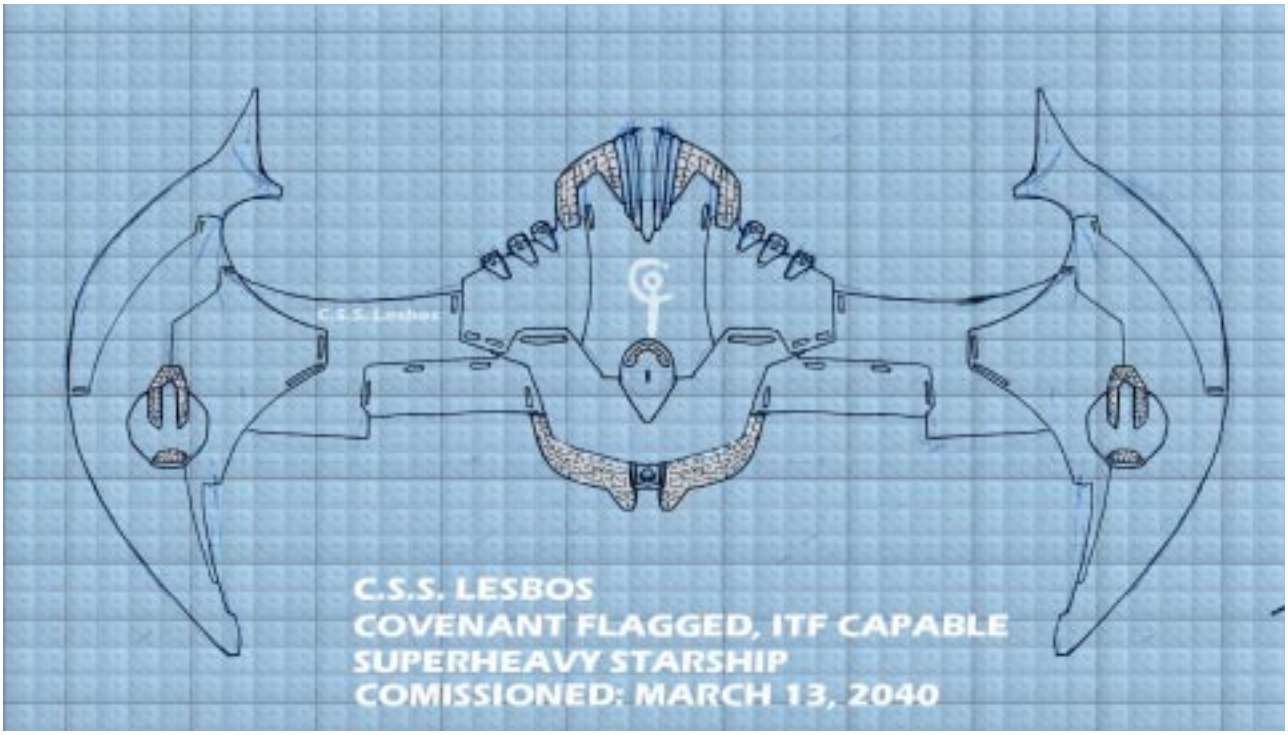
True, interstellar space travel became a reality on March 15, 2020, when the **USS Sachajewea,** a single pilot space-plane made a successful jaunt to *Alpha Centurari*. The entire mission, from the Sachajewea's launch in cisi-lunar space, to the triumphant return took less than 6 hours. Larger and more impressive starships were constructed in orbital foundries, and within a few short years, human astronauts had thoroughly mapped the Western Spiral arm, and encountered dozens of sentient species- including the powerful Stonecutter Mercantile Sphere.

When the **Lesbos**, a privately owned exploratory vessel funded, operated and flying the flag of the Covenant of the Goddess Universal was commissioned in early 2040, humanity's prospects for galactic exploration and trade only increased. The Lesbos is still in service today, as the C.S.S

Lesbos, the flagship of the small but well-respected Choicer Deep Navy.

Human starships, like the vessels of most other star-faring races, use Instant Transference Drives to accelerate past light speed. An ITF Drive allows a starship to ignore the light speed limit when crossing stellar distances by entering a parallel universe where normal laws of physics don't apply. Commonly referred to simply as 'hyperspace', a term borrowed from decades of science-fiction, the ITF Corridor allows a starship to cross galactic distance in a matter of months, where conventional travel methods would require millennia, or longer.

The Lesbos is a heavily modified version of the Star Carrier (described in D20 Future), built in accordance with Choicer design philosophies and Covenant tradition. The Lesbos is designed to serve both as a colony ship and fleet carrier, and can rapidly deploy ultra-light star fighters to protect itself or a Choicer out-colony. During the War, the Lesbos ferried refugees off the war-torn Earth and to the new lives they hoped to build out among the stars, as well as occasionally serving as a deployment base for Choicer spec-ops units.



The C.S.S. Lesbos (Mid Progress Level 7)

The Lesbos was commissioned in early 2040 as the flagship of the fledgling Choicer nation's space-navy. Construction required nearly five years of round-the-clock effort in a specially equipped orbital drydock, and the Lesbos' design and construction makes the starship one of the single most expensive undertakings in human history. The Lesbos remains a symbol of pride for the Choicer nation, and is on the forefront of humanity's exploration of the known galaxy.

In addition to its vital role in human trade and space exploration, the Choicer government considers the starship their final retreat. In the event Aradia (the current seat of Choicer government) is annihilated, contingency plans call for the Woven Council's surviving members to govern from the Lesbos.

The Lesbos is an impossibly huge, roughly crescent shaped vessel, whose unusual appearance earned it the unflattering nickname of "the Bat-

Plane" during its long construction and certification process. The ITF Drives which power the starship are located towards the forward half of each sickle-shaped 'wing', far from the starship's living quarters. The majority of the starship's hull is a dull silver-gray, though certain areas are decorated in the traditional Choicer colors of gold and crimson.

In keeping with Choicer design aesthetics, the interior areas of the starship are large and open, and display a strong Art Deco design influence. Thanks to highly intelligent onboard AI and automation, the crew requirements are smaller than would normally be expected by a starship this size. Crew quarters are more private than on other starships of this class, and all officers and most senior enlisted have private (if miniscule) private berthing.

The Lesbos' fighting space is rectangular, and takes up 40 500- foot squares (a 4-square-by-10-square area).

Type: Superheavy	Size: Colossal (-8 size)
Subtype: Star carrier	Tactical Speed: 4,000 ft. (8 sq.)
Defense: 13	Length: 1,650 ft Width: 3,900 ft
Flat-footed Defense: 9	Weight: 1,095,000 tons
Autopilot Defense: 9	Targeting System Bonus: +5
Hardness: 40	Crew: 1,800 (expert +8)
Hit Dice: 1,000d20 (20,000 hp)	Passenger Capacity: 2,500
Initiative Modifier: +6	Cargo Capacity: 200,000 tons
Pilot's Class Bonus: +5	Grapple Modifier: +16
Pilot's Dex Modifier: +4	Base Purchase DC: 83
Gunner's Attack Bonus: +4	Restriction: Military (+3)

In addition to its normal cargo capacity, the Lesbos can hold 60 fighters or assault fighters. Its listed crew complement does not include the ace pilots who fly these fighter craft. (Pilots count against the passenger capacity.) The Lesbos can deploy up to 6 ultra-light craft as a move action. The fighters deploy from the six independent launch rails visible towards the starship's prow.

The Lesbos is too ungainly for atmospheric reentry, and relies on shuttle craft and drop ships to ferry cargo and passengers to and from orbit.

Command Crew: As of 2107, the Lesbos is captained by Lady Janice White Moon, a veteran Choicer star-pilot and first contact expert. The highly decorated officer has served in the Covenant's space navy for nearly fifteen years. Her previous command, the search and rescue vessel "Skychaser" was lost while defending the Hammer Bay out-colony from Ejaw raiders; Lady White Moon earned the coveted captaincy for her valor during the battle, and brought most of her surviving command staff aboard with her.

However, command of the Lesbos hasn't lived up to Capt. White Moon's expectations. The ship's XO is Hector Nicellos, an ambitious soldier who is the eldest son of High Priestess Emily Nicellos. The two officers clash quietly and constantly, and the crew's loyalties are divided between the two. Many of the male crew follow Hector's lead, seeing him as one of the few strong male leaders within the mostly matriarchical society. At this point, Captain White Moon merely wants to survive her tenure with her career intact, and is already looking forward to her next command.

Like the crew, the ship's command master chief is torn between the two officers. CMC Gabriel Saldana is a career Choicer military man, whose

mother was a Neo-Witch Midwife, slain by Lifer terrorists nearly five years before the War officially began. Though Saldana likes and respects Nicellos, his first instinct is usually to follow Captain White Moon, more because she hails the same pagan sect that his mother did than any great sense of duty.

Attack: Battery of 5 rail guns +5 ranged (6d12/ crit 20) and battery of 8 nuclear missile launch bays (16d8/ crit 19-20)
Attack of Opportunity: Point-defense system +5 ranged (5d12×10)

Standard PL 7 Design Specs:
Engines: ITF Drive, Fusion Torch
Armor: Neutronite
Defense Systems: 1 decoy drone launcher (4 drones), improved autopilot system, improved damage control (6d10), light fortification, magnetic field, particle field, point-defense system, radiation shielding, repair drones, self-destruct system
Sensors: Class V sensors, improved targeting system
Communications: Drivesat comm array, mass transceiver, ITF-based Mesh link
Weapons: 1 battery of 5 rail guns (range incr. 3,000 ft), 1 battery of 8 nuclear missile tubes (self guided)
Grappling Systems: Tractor beam emitter

New Starship Drive Type:
Instant Transference (ITF) Engine
(Early PL 7)

Virtually all human-flagged interstellar starships use ITF Drives, as do the vessels of the various other great galactic powers. The Stonecutter species uses ITF Drive technology exclusively, as do the Jigsaw, Half-Grey and the Culture (described in the Psi-Watch campaign setting). Instant Transference drives use gravitic manipulation to open a stable 'quantum sheath' around a starship, which projects the vessel into another dimension where the normal rules of physics do not apply. An ITF Drive allows a starship to cross galactic distances in a fraction of the travel time required by a conventional FTL engine.

Minimum Ship Size: Gargantuan
Tactical Speed Bonus: +1,000 ft (2 space-scale squares)

Other Benefits: When operating at tactical speed, an ITF Drive equipped starship is only partially present in physical reality; many starship components and much of the ship's mass is projected into the ITF corridor. An ITF-equipped starship moving at tactical speed is wraith-like and appears dimmer and less tangible than ordinary matter. The starship receives a +2 Deflection bonus to Defense, and the difficulty of pinpointing the starship with conventional sensor systems is increased by +2 when the starship is moving at tactical speed.

Drawbacks: ITF Drives expose their crews to the psychological terrors of the ITF Corridor, and to the predatory Lifechained monsters who call hyperspace home.

Purchase DC: 8 + ½ the base Purchase DC of the starship

The ITF Corridor itself is poorly understood; most of the mathematics involved in entering and exiting the corridor are so complex that only the most advanced quantum-based AI can calculate them. The theoretical physics behind ITF travel are so difficult to grasp and potentially disturbing they border on theology. Travel times can fluctuate wildly, especially as star-travelers approach the galactic core. Crews on ITF capable starships have reported strange dreams, hallucinations, encounters with inexplicable Lifespawn creatures and even stranger phenomena.

Stories about the Corridor and its mysteries abound, and each space-faring race has its own assortment of miraculous or horrific travelers' tales. Some advanced species, especially the expansionistic Culture *(described fully in the Psi-Watch campaign setting)* theorize that the ITF Corridor isn't merely a universal conduit or strange parallel dimension- it is actually a passage through the afterlife or collective unconscious.

ITF Trauma

Travel through the ITF Corridor can be a trying experience for even the strongest willed and best prepared astronauts. Much of what is known about the Lifechain and Phallus Space comes from dream-recordings of various starship crews throughout the years. Sleep disorders, visual and auditory hallucinations and a distortion of time sense are all common side effects of travel through hyperspace; a starship's sickbay is usually stocked with a good supply of sleep aids and anti-depressant nanoloads. Since the dawn of the human deep space program, astronauts have reported encounters with ghosts, phantom, shadow-shrouded versions of long dead friends, relatives (and enemies).

Short ITF jaunts may have their disturbing moments, but rarely place travelers at risk. Longer missions place a traveler at greater risk for permanent psychological trauma.

For each consecutive week spent within the ITF Corridor, a traveler must succeed at a WILL Save (DC 10 + the number of weeks spent inside) or become *fatigued* for the duration of the voyage. Anything that would cause the traveler to become *fatigued* causes him to become *exhausted* instead.

For each consecutive month spent within the ITF Corridor, a traveler must succeed at a WILL Save (DC 8 + the number of months spent inside) or suffer 1d3 points of permanent WIS drain, due to the severe psychological trauma caused by the Corridor's strange visions.

A creature who suffers permanent WIS damage due to ITF trauma becomes more attractive prey to the monsters of the Lifechain. For each point of WIS drain a creature suffers, his effective number of Lifechain feats (for the purposes of predatory Lifechain abilities) increases by one. Lifespawn drift in the wake of commercial starliners like great sharks, waiting for the crew to succumb to madness.

The psychological effects of travel through the ITF Corridor are well documented; most star-

faring races have adopted travel policies to mitigate the risk their crews face. Most starships will leave the Corridor every two or three weeks, and remain in real space for several days to allow the crew to recover. Though this adds to travel time, it prevents many of the tragedies that befell the first generation of star-hoppers.

Even interstellar travel along known, trusted routes can be dangerous….not to mention prohibitively expensive. True interstellar travel is a rarity- the average human has never left the solar system, and likely never will. Space travel, genuine planet-to-planet space travel, is a once in a lifetime event for most humans. The military and business travelers are the only regular near-Earth travelers.

For everyone else, a lunar vacation or a pilgrimage to Solomon Station is a dream saved for and meticulously planned years in advance. Immigration to an out-colony costs millions of dollars; most colonists indenture themselves to a mega-corp or research body to pay for the trip. The expense and hazards of interstellar travel means that for most colonists the choice to leave Earth behind is an irrecoverable one. The colonies communicate with loved ones left behind on Earth through exactingly maintained faster-than-light communications systems, but few ever set foot on Earth again.

The Ingathering

The Ingathering is a Covenant holiday celebrated each year on the 22nd of September, a time for scattered families to come together and for old friends to renew acquaintances. On Earth, it is one of the most joyous and widely celebrated Choicer festivals, and the holiday has taken on even greater significance for human out-colonists, no matter their politics.

Even out-colonies hostile towards the Choicers (like Solomon Station or the Islamic mining outposts in the asteroid belt) have adopted September 22 as a convenient date to re-establish contact with Earth. Mesh and telephone phone traffic reaches its peak during the Ingathering, with even the 22nd Century's high-density, ultra-efficient comms hubs overloaded by the sheer weight of holiday message traffic.

The Choicer pseudo-nation donates the use of their ITF-based comms system to ensure even the most remote out-colonies have a rare chance to speak to loved ones left behind though a rare, no-delay ITF commline. If an out-colony misses the Ingathering link for any reason, Earth has learned to assume the worst and immediately dispatch a rescue vessel.

Despite the relatively rarity of out-system travel, intra-solar space travel is an everyday fact of 22nd Century life.

Suborbital hops have become a mundane and necessary part of business travel. Near earth space is crowded with thousands of passenger jets and cargo haulers. Even middle-class travelers can afford to book a suborbital hop, and flit from North America to another continent –or up to the lunar cities- in a matter of hours. Air traffic controllers across the globe rely on ultra-intelligent AIs to govern the thousands of ships- both human designed starships and sub-orbitals and the impressive starships operated by visiting alien traders and tourists- crossing the planet each and every day.

As of the year 2100, the last year there was a comprehensive count completed, there are nearly one million starships in Earth-space. Most are registered to mega-corps, the world's militaries and pseudo-nations or to wealthy private individuals, in additions to the vast armada of ultra-light alien craft that have registered Earth Space as their home port. These craft range in size from single person repair crafts- essentially glorified EVA suits- and heavily armed fighter/bombers to massive luxury liners that run a regular circuit between Earth and the outer planets. This assortment of human-flagged starships rarely uses ITF Drive technology, which is an inefficient and needlessly risky choice for intra-system use. Instead, the vast majority of Earth's space fleet uses one of other propulsion methods, slower than ITF travel, but still exponentially faster than light.

Other ships, particularly the ones which service the Earth and the Moon exclusively, make do with slower than light chemical-fuel or, ion streams, gravity drives or solar sails.

By contrast, there are fewer than 1,300 ITF capable starships registered globally. Even factoring in secret military projects and privately owned craft, its estimated that fewer than 1,500 ITF capable starships dock in Earth Space. Of these, fewer than half are in port at any given time; given the relative scarcity of ITF capable couriers and explorer ships, these impressive craft have as much work as they can handle, and aside from brief R&R stops, are 'out in the Black' most of the year.

Bulk cargo, as well as passengers and gear who will be continuing on to one of the few ITF-capable starships that circle the planet, are lifted into high orbit by one of the Earth's three active orbital 'beanstalks'. These massive constructs rise out of the water like the body of some Biblical leviathan, and rise upwards for hundreds of miles. Each of the beanstalks are several dozen miles in diameter, and have internal passages large enough to accommodate a nuclear aircraft carrier being lifted off-planet.

The pinnacle of these beanstalks are gravitationally anchored to a stable Lagrange point in high orbit; the idea behind the orbital elevators is to use the natural force of the planet's orbital rotation to drag bulk cargo into high orbit without the expense and logistical challenges of a powered space launch. Once cargo or passengers are boarded onto a beanstalk, the journey to orbit takes between a day and day and a half.

Beanstalks are always constructed several miles out to sea, to prevent catastrophic losses in the event of a disaster. As is to be expected with such a mammoth construct, these beanstalks are visible for hundreds of miles on a clear day. At night, the orbital beanstalks are illuminated by millions of warning lights. There are currently three orbital elevators in active service, each located near a large body of water.

Tokyo Bay is home to the first and oldest orbital beanstalk, which came into active service during the mid 2020s. Within a few years, a second beanstalk was raised off the Brazilian coastline, less than 40 nautical miles from Rio de Janeiro. During the late 2030s, the Greek government established its own beanstalk in the Aegean Sea.

The Nicellos family, a coalition of prominent Greek business magnates and politicos, and one of the wealthiest and most influential families within the Covenant, sponsored the construction. The proud neo-pagan clan erected the boarding station for the Aegean Beanstalk on the Greek Isle of Lesbos. Unlike the practical selection of the Tokyo Beanstalk site, the choice of Lesbos was pure feminist symbolism.

The Aegean Beanstalk high-lifts to the *C.S.S. Lesbos*, the warp-capable flagship of the Choicer pseudo-nation. Today, the Aegean Beanstalk services Choicer business and military interests almost exclusively, and refuses to do business with Lifer-held corporations.

As a check on the political maneuverings of the Nicellos clan, and so the Choicer pseudo-nation will have access to star-lift capability closer to its capital city, the Choicers have begun constructing a fourth Beanstalk roughly 100 miles west of San Francisco Harbor. The current Covenant ruler, High

Priestess Emily Nicellos, when confronted by the strategic and economic benefits of this new beanstalk, had no choice but to sign its construction into law, despite the financial threat to her family's space-hauling empire. Construction on this fourth beanstalk began in early 2100 and is expected to be complete by the fall of 2115.

Lifer space-lift companies, with the full support of the Coalition for Life political action committee, have begun lobbying for the construction of a fifth orbital beanstalk. This beanstalk would be built on the Great Lakes, to service Lifer dominated middle-America and Canada. Since this proposed beanstalk would be built closer to population centers than any beanstalk yet to date, it has been strongly opposed by an unlikely coalition of Choicer business-people, global security experts and environmental concerns. It's doubtful the Lake Michigan Beanstalk will ever move past the drawing board stage.

The Alien Perspective

Humanity naturally sees the universe through human eyes. We measure the capabilities of alien races against our own baseline. We might be awed by the strength and shapeshifting talents of Stonecutter merchant spacemen, or wonder at the lithe, silent grace of a Half Grey assassin, feeling weak or clumsy by comparison. Of course, most humans never stop to realize that Earth's alien immigrants might be equally amazed at the natural abilities *homo sapiens* takes for granted.

Humanity is generally viewed as an ambitious new galactic empire, taking its first steps into xeno-politics and on the verge of true greatness. The Stonecutter empire sees much of themselves in humanity, and believes that within a few millennia, humanity will be as great a power in the Millky Way as they are. The Stonecutters have taken humanity 'under their wing', sponsoring colonies, providing protection, and introducing humanity to the other starfaring races.

Humans are occasionally and derisively referred to as the lapdogs of the Stonecutter empire; calling a human spacer a 'lap dog' of course, is a great way to start a bar brawl.

Few intelligent species are as fertile, or reach reproductive age as young as *homo sapiens*. Most alien sociologists attribute humanity's legendary fecundity as the reason for Earth's obsession with abortion and reproductive rights.

Jom-chuk, Diplomatic Envoy of the Sunward Mercantile Vessel "Forward Always", a Stonecutter diplomat, summed up galactic feelings towards humanity succinctly:

"*Homo Sapiens* are an intensely religious people. Their two largest sects, which they refer to as Choicers or Lifers, are violently opposed to one another. Their most recent war was fought over theological questions about how, when and if the soul enters a gestating human fetus. These questions are very real and tangible to humans, and a human will gladly die for its beliefs. They are courageous and obsessive.

The humans are extremely fertile, and sexuality plays a dominant role in their culture. Their medical sciences are primarily focused on preventing, ending or ensuring pregnancy. This in turn has lead to their race becoming one of the galaxy's foremost experts in genetic engineering and fertility medicine. Species facing extinction, such as the Half Grey, journey to Earth in search of hope. The reason is not just technological, as humans are widely held to be lucky in love and childrearing. A handful of the savage races sell human blood or severed genitals as aphrodisiacs and love potions, a practice illegal in Stonecutter space.

Humans are prone to mutation and have a great affinity for the Lifechain."

Additional Human Racial Traits

Gamemasters wishing to emphasize Humanity's strengths might wish to give Otherverse Humans the following additional racial traits. Otherverse humans retain their bonus skill points and feat slot, and gain the following minor traits.

Racial Skills: Humans receive a +2 racial bonus on Knowledge: theology & philosophy checks. Humans are an intensely religious species, and years of sectarian violence have left them with a good understanding of their own faith and the beliefs of their enemies.

Humans are inured to violence and stress, and display a cool head in combat. Humans receive a +1 racial bonus on WILL Saves made against fear, including psionic or magical fear effects.

Lifechain Affinity (EX): As they have on several worlds, the Half Grey seeded the infant Earth with proto-cellular matter, sparking the development of sentient life. When humanity finally developed, the Half Grey incorporated genetic samples from the new species into their own genome, producing the hybrid species we know today.

The proto-cellular material included Lifechain genetic samples, giving humans a connection to the Lifechain, however tenuous. Humanity receives a +1 racial bonus on Knowledge checks made concerning the Lifechain, thanks to their suppressed racial memories.

Fertility (EX): Humans are an extremely fertile species, far more so than comparable intelligent species. Humans reach reproductive age young, stay fertile for a relatively long period, and give birth to large numbers of offspring over the course of their lives. The human genome is surprisingly malleable, allowing humans to produce viable hybrid children with a large number of near-human species.

The Colonies

Earth has sent its children to the stars, establishing small cities, embassies and science stations on dozens of worlds. In most cases, these small colonies are administered by the United Nations Xeno-Diplomacy Corps, or by their patron country, but corporate outposts and ideology-based colonies are also common.

Diana Station, Earth's Moon: The first and oldest of humanity's off planet colonies, Diana Station came online during the fall of 2016. Today, Diana Station is the 55th American State, and has one of the highest per-capita incomes and standards of living in America. The moon is an important way station for travelers. The lunar population is nearly 20 million permanent residents, which is swollen by tourists, temporary workers and star-travelers.

The moon is an industrial giant, and produces sophisticated electronics in micro-gravity laboratories. Diana's factories produce everything from starship components to the control circuits for guided missiles. Diana exports the nanotech cyber-components used in the Covenant's iconic *Obstytrix Nanonics* prosthetic arms.

The moon has become a popular resort and tourist destination for the ultra-rich. Armstrong, the colony's capital city, boasts hundreds of posh hotels, 5 star dining and cultural experiences. Micro-gravity ballet is widely regarded as one of the 22nd Century's most compelling new arts, and since 2099 the final game in the NBA Championships have been held on the moon, where the low gravity allows athletes to make record setting dunks look easy.

Finally, the Half Grey have established a lunar enclave of their own, built around an ancient Truegrey crèche unearthed on the Mare Serneitis (Sea of Tranquility).

Common Planetary Adaptation: Low G World

Solomon Station, Jupiter: Founded in 2057 by moderate Lifers who rejected mainstream America culture, but who were unwilling to commit to violent rebellion like others of their kind, Solomon Station began operations as a refuge and retreat. Over the next few decades, Lifer immigrants poured into the space station in droves, giving Solomon a ready workforce and zealous, fast growing population. Immigration swelled after War's End, and today Solomon is Earth's largest out colony, with a population of more than 50 million!

The massive space station is politically independent, having severed all political ties to Earth decades ago. All Lifers have the right to petition the station's ruling council for an immigration visa, and the station has become the 'homeland' for Lifer culture.

Gas mining and fuel production is Solomon's primary industry. Protected by an unbreakable series of layered force fields, Solomon floats within the swirling, endless hurricane of Jupiter's upper atmosphere. Ten-mile long collection scoops gather atmospheric samples and profitable trace gases, which are refined for use as starship fuels and innovative polymers.

Common Planetary Adaptation: High G World

Geminid Confederation, The Asteroid Belt: As the planet's oil reserves dwindled and revolutionary new fuels emerged, OPEC's political and economic might waned. Mining asteroids in the Mars/Jupiter belt for rare metals quickly proved more profitable than oil, and the Arab nations, lead by Saudi Arabia's megacorps, built a warren of mining outposts throughout the 2030s and 2040s. Eventually, these scattered dig-sites came together as the Geminid Confederation, an proud new Islamic regime dedicated to the profits near-Earth space offers.

A generation of young Arabs took to the stars to find their fortunes, leaving behind an impoverished and war-torn Middle East. Work on station is backbreaking, but the rewards are more than worth it. The wealthy colony's economic success and adoption of faith-based law inspired the Lifer pseudo-nation to found Solomon Station.

Despite their success, the asteroid colonies are far from a unified nation. Conditions and local politics vary wildly, from strict *sharia*-based colonies which are some of the most repressive governments in Earthspace, to hedonistic, anything-goes

party towns catering to secular Muslims, tourists and wealthy tourists. Violence between individual asteroids, as ancient Sunni vs Shiite vs Washabi divides continue into the 22nd Century, is sadly common. The various asteroids are home to a permanent population totaling nearly three million.

Common Planetary Adaptations: Cold World, Dark World, Radioactive World.

The Smaller Colonies

Solomon, Diana and the Confederation are Earth's largest colonies, benefiting from strong economies and short supply lines to the mother world. They're not the only colonies however. Some of Earth's smaller colonies are briefly described below. Most of these are diplomatic outposts, research stations, military rapid deployment bases or resupply depots, not independent city-states.

UN Watchtower, Pluto/ Charon. The Watchtower is a small, AI operated listening post and automated traffic control beacon on the outer edge of human space. Equipped with long-range sensors and radio telescopes, the Watchtower's primary mission is to alert Earth to incoming starships, and sort the vessels into a safe flight vector towards settled space. Visitors can file flight plans into settled space, download translation files, cultural information, tourism guides and other useful facts from the Watchtower's servers. The Watchtower is serviced by a handful of human technicians, who serve 4-6 month tours of duty at the cold and lonely outpost.

Common Planetary Adaptation: Cold World, Dark World, Low G World

The Damocles Line, Mars/The Asteroid Belt. If a starship fails to announce itself or register a flight plan by the time it passes the orbit of Mars, it is considered to be hostile and is treated as an invader. The Damocles Line is a series of unlimited range particle beam cannons hidden within the asteroid belt, backed up by a small flotilla of space-fighters and Shell suits. The Damocles Line's pilots and support staff are headquartered on Mars, and are capable of responding to a threat, anywhere within the solar system, within 6 hours of a scramble order.

In addition to their combat duties, Damocles pilots are search and rescue experts. If a starship is floundering or in danger, anywhere in the system, a Damocles SAR team scrambles to duty. APEX has a garrison on Mars, ready to assist the United Nations Xeno-Defense Command as needed. The two units train together extensively, and Damocles pilots are some of the best, and most extensively drilled in Earthspace. The military base has a full-time roster of nearly 25,000 pilots, fire control operators and ground crew. The Mars assignment is isolated duty. The entire base population is military; there are no dependants on base.

Common Planetary Adaptation: Barren World, Hot World

UN XDC Embassy, Kor. The UN Xeno-Diplomacy Corps opened their first mission, with much fanfare, on the Stonecutter home world of Kor during spring of 2022. This large and ornate embassy is the centerpiece of the United Nation's diplomatic efforts, and is a prime assignment for ambitious, ladder climbing diplomats. Earth and the Stonecutters have strong diplomatic and economic ties; the Embassy has become the center of a thriving human business district. Earth's megacorps work closely with the Embassy to negotiate profitable deals with the Stonecutter Mercantile Sphere.

Diplomats here work long hours, under intense scrutiny and pressure. Never the less, an assignment to the desert world of Kor is highly coveted. The Kor is home to around 1,000 Earth-born diplomats and their families.

Common Planetary Adaptation: Barren World, Hot World, High G World

UN XDC Embassy, Septempsis. Unlike the Embassy on Kor, duty on Septempsis is casual and laid back. Under the alien world's tropical sun, young diplomatic attaches abandon business suits in favor of shorts and sarongs, and many go nude, a custom picked up from the planet's insectoid citizens. The Embassy's primary duty is monitoring the activities of the corporate research teams assigned to Septempsis.

Humans assigned to Septempsis fall into one of two categories: young diplomats taking full advantage of a good duty station, and bio-medical researchers and xeno-biologists who are on-planet to study the alien insectoid's symbiotic technology. The Embassy and surrounding 'college town' are home to around 400 human families.

Common Planetary Adaptation: Toxic World (local venomous predators)

Waystation Prosperity, Polyflor Beta III. Waystation Prosperity is an induction center for Polyflor natives wanting to immigrate to earth. The understaffed processing center serves as an employment agency for Polyflor workers, matching their skills to the needs of Terran and Stonecutter corporations and arranging passage out-system. Waystation Prosperity has a staff of roughly a hundred. The outpost is serviced by a regular fleet of ITF capable haulers who take young Polyflor workers to their assigned duty stations throughout the galaxy.

Common Planetary Adaptations: Dark World, Water World

The Maxon-Rhodes Dig, The Procyon System. The M-R Dig is one of Earth's most impressive off-planet archeological missions. Working closely with a team of Half-Grey *kyrans*, historians and cultural experts, the M-R Dig team is unearthing a long-devastated Truegrey crèche. The Choicer Covenant and several xeno-research and exploitation firms provide funding jointly. The Choicers want to help their Half Grey allies stave off extinction and learn to reproduce again; the megacorps want access to the ultra-tech buried in the sands, and are more than willing to aid the Half

Grey in exchange for rights to any recovered xeno-tech.

The Dig's population varies between 60 and 400 humans, with the population swelling during Earth summers. College students from across Earthspace compete for rare spots as an intern. Several hundred Half Grey live at the dig site year round.

Common Planetary Adaptations: Barren World, Hot World, Radioactive World

The Half Grey

Medium Humanoid (Lifechained - Psionic)
(Progress Level 8+ in rapid decline)

By the time the first algae blooms had formed in the acid oceans of the primordial Earth, the Truegrey were already long extinct. The Truegrey and their empire had passed into ruins, into dark galactic legend.

Evidence of the Truegrey's existance was sparse: a handful of ruined research stations on frozen worlds, far from the light of their star; a handful of uplifted servitor races bearing the distinct marks of Truegrey gene-twisting; fragmentary historical truths embedded in the myths and creation cycles on worlds scattered across the galaxy. The Truegrey became legendary monsters. They became the wolves at the galactic door, the boogeymen used by parents across the galaxy to frighten their children into obedience.

The truth of the Grey was lost, but the Grey genome was not.

Truegrey breeding stations and AI production units survived the extinction of the species, and continued to carry out the final instructions given to them by their now-vanished masters. Self aware starships and robot crews scavenged compatible genetic material and breeding stock in hopes of repopulating the extinct species.

Perfect duplication of the Grey genome was impossible, and over the millennia, the Truegrey birth machines gave up the struggle, instead creating a new species, a hybrid Grey creature.

"Half a Truegrey is better than none" became the machines' watchword, and the resulting hybrids- the Half Grey – were rushed into mass production. The Truegrey breeding stations indoctrinated the resulting armies of Half Grey clones in utero, and when the clones were finally decanted as adults, they were imprinted with the history of their race and its extinction.

Initially the Half Grey had no distinct society of their own: they were living museum pieces, memorials to the fallen Truegrey culture. They worked slavishly with the breeding machines to recreate the Truegrey and expand their own numbers.

Over the intervening aeons, the Half Grey developed their own unique culture. Though still dependant on the Truegrey birth machines to reproduce, the Half Grey began to see themselves as a people in their own right, with their own art, history and cultural goals. Some Half Grey rebelled against the birth machines, destroying them utterly, while others simply drifted away from their home worlds in hopes of a better future on some out-colony.

Unfortunately, the Half Grey's small empire failed to recreate the glory days of Truegrey rule. Ancient enemies of the race, as well as those looking to exploit Truegrey technology took their vengance on the extinct race by annihilating their hybrid children en masse. Wars between Half Grey tribes devastated the species, just when unity was most needed, and whole Half Grey bloodlines succumbed to disease and bio-warfare.

Today, the Half Grey are a species facing the very real possibility of extinction. Half Grey families subsist as refugees on many worlds, including a relatively large and prosperous Half-Grey enclave in California. The handful of undamaged Truegrey birth machines still birth hybrids, dedicated to the restoration of the Truegrey, who have little contact with their free-born brothers and sisters. Other Half Grey tribes remain isolated on backwater worlds, or are galactic nomads, following their fortune from one end of the galaxy to another in decaying ark ships.

Appearance: The Half Grey resemble their Truegrey ancestors, but have a more humanoid appearance and posture thanks to the *homo sapiens* genetic stock used to create the species. The small humanoids have pale grey or lavender skin, which fades to a dingy white as the creature ages. Half Grey are mammals, and have auburn or orange hair, though the species as a whole lacks body hair. A Half Grey's body is covered with intricate tattoos and genetically encoded birth marks, which detail her genetic history, bloodline, caste information and which Truegrey creche decanted her.

The Half Grey have long, dexterous limbs, and their genetic history includes adaptations designed to make them highly efficient nocturnal hunters and predators. Half Grey have large, expressive black eyes, which take up a much larger proportion of their skull than human eyes do. The Half Grey's large eyes give them phenomenal night vision. Half Grey hands resemble human hands, but their last finger has evolved into a second thumb, increasing their manual dexterity. Half Grey feet are long and semi-prehensile, and few Half Grey ever wear shoes.

Reproduction: As an artificially created species, the vast majority of Half Grey are sterile. A handful of extraordinary Half Grey have become pregnant, usually through high tech or magical means, but as a whole, the species is dependant upon the Truegrey creches for the continuation of the species. Genetically or cybernetically altering a Half Grey mother to bear live young is a difficult, painful and expensive process- a feat only the best gene-cutters ever attempt.

As a result, the Half Grey are forced to remain on good terms with the self-aware Truegrey creches; many Half Grey nations are little more than slave plantations, serving an AI master to stave off their race's extinction. Independent Half Grey enclaves can only 'commission' a new generation of offspring from the ancient exo-wombs after protracted negotiation. Finding undamaged creches, or reverse engineering the Truegrey exo-womb technology is a priority for virtually every Half Grey tribe.

There are few Half Grey children. New members of the race are decanted as adults, with memories and cultural knowledge implanted artificially during the cloning process. Most clones are decanted after a decade long gestation period. The few Half Grey children alive today are products of extraordinary measures taken to produce viable offspring without Truegrey involvement. These

children grow quickly and learn at an astonishing rate, but are often plagued by illness and genetic defects.

On Earth, a handful of Half Grey have abandoned the species wide obsession with maintaining the race genetically. Instead, these Half Grey believe the best way to preserve the Grey legacy is to pass their history and culture onto willing students. Many of these Half Grey have adopted human children, and raise them in accordance with Grey teaching.

Though incapable of reproduction, both male and female Half Grey can and do engage in sex for pleasure. The species has no designated mating season or heat period.

Names: Half Grey use polysyllabic, two part names; the first portion is the family name, and the latter name is an individual identifier. Thus the Half Grey name 'Tamus Filladee' would be expressed as Filladee of the Tamus family/clan. There is little difference between male and female names.

Example Clan Names: Dorus, Omanus, Quarus, Rampus, Tamus

Example Individual Names: Alusa, Cedeca, Filladee, Primara, Quatri

Especially well-respected Half Grey, including teachers and military leaders, are allowed to place the honorific "Kyran" before their clan name. Half Grey females who are capable of independent reproduction, as well as Half Grey males who have fathered a child, may append the honorific "Zaan" before their clan name.

Spot Check DC: DC 12. Half Grey can easily pass for human by taking a few common sense precautions. A Half Grey adventurer can easily blend in with human crowds if their enormous eyes are concealed behind a visor or sunglasses, and if they take care to conceal their birthmarks.

Size: Half Grey are size Medium. As a Medium creature, they have no special bonuses or penalties due to their size. A Half Grey's base land speed is 30 ft.

Half Grey are lightly built humanoids. Most Half Grey stand just over five feet tall, and weigh less than 100 lbs. There is little sexual dimorphism between males and females.

Ability Score Modifiers: +2 DEX, -2 CON, +2 INT. Half Grey are nimble and bred for extremely high intelligence, but are slightly built, and as a clone species working from a limited genetic palate, have lowered resistance to disease and illness.

Racial Skills: A Half Grey's semi prehensile feet grant her a +4 racial bonus on Climb checks if she can use her feet to assist her in climbing. A Half Grey may always choose to use her DEX modifier in place of her STR modifier when climbing. She may always choose to take 10 or 20 on a Climb check, even when threats or distractions would normally prevent her from doing so.

A Half Grey's memory implants help her understand her place in the culture and the history of her species. She receives a +2 racial bonus on Knowledge: history and Knowledge: civics checks as well as Research checks made concerning the Half Grey or its parent species, the Truegrey.

Half Grey are naturally stealthy and nimble, and move soundlessly on catlike feet, receiving a +1 racial bonus on Move Silently checks and a +1 dodge bonus to Defense.

Enhanced Senses: Half Grey are well adapted to nocturnal existence, and prefer darker, cooler worlds than most humanoids. They receive *Darkvision* with a 120 ft range, and *lowlight vision*.

As a Lifechained creature, the Half Grey can automatically sense the presence and general direction of other Lifechains within one mile. However, the Half Grey cannot automatically pinpoint the creature or creatures.

Genetic Heritage (EX): Half Grey are inherently Lifechained creatures. Because of their genetic heritage, a Half Grey may select the Awakened Heritage feat at any stage of his or her life,

rather than just at first level.

If you are using the variant Psionics rules found in Psi-Watch, Half Grey have the Psionic subtype, and may select freely from Psionic and Psionic Precursor feats.

Perfect Memory (EX): The Half Grey brain is conditioned during the cloning process to rapidly process and recall complex information. The Half Grey has a photographic memory, which allows her to instantly recall the circumstances of any event she has ever seen or experienced. Recalling specific information or exacting data that the Half Grey did not consciously attempt to record involves an INT Check (DC 10 + the number of years since the event occurred; maximum check DC 20).

The Half Grey can flash memorize images and documents. As a full round action, the Half Grey can memorize up to a page of text (typically around 250-300 words) and recall it exactly at a later date. Doing so requires no check; this ability is similar but superior to the psionic Autohypnosis talent.

Whispering (SU): The Truegrey were among the cruelest and most terrifying of all the galactic empires, and the Half Grey were created in the extinct species' dark image. They are fundamentally terrifying creatures, which project a palatable empathic aura of dread, affecting virtually all sentient creatures.

All creatures within 60 ft of a Half Grey, even if they are not aware of the creature's presence, suffer a –2 morale penalty on WILL saves made to resist fear or fear-based psionic or magical attacks. Creatures immune to fear are immune to this effect. Creatures affected by a Half Grey's whispering ability often suffer minor auditory hallucinations, of soft voices speaking in Truegrey.

A Half Grey can suppress his or her fear aura at will. Suppressing or resuming the Whispering is a free action. When the Whispering is active, all creatures, even allies suffer the effect's penalty.

Racial Weaknesses: Though they lack the obvious power of their Phallus-spawn ancestors, Half Grey are still Lifechained creatures. The Truegrey were genetically programmed for obedience to their Lifechained creators, and the Half Grey retain that Lifechained heritage.

For the purposes of 'predatory' Lifechain feats, such as Lifechain Primacy, all Half Grey are considered to be Lifechain creatures with a single Lifechained Feat. Those Half Grey who explore their heritage and select the Awakened Heritage feat are considered to possess two Lifechain feats, or more if they master other Lifechained super abilities.

As nocturnal creatures, Half Grey are uncomfortable in daylight or under bright artificial light. The Half Grey suffers a –1 morale penalty on all attack rolls, skill checks and saving throws during daylight or in brightly illuminated areas.

Tamus Filadee (CR 13)
Dedicated Hero 3, Fast Hero 4, Infiltrator 6
Starting Occupation: Criminal (Disable Device and Hide as class skills)
Medium Lifechained Humanoid
Lifechain: 1
Init +4; **Senses** Darkvision 120 ft, Lowlight vision
Aura The Whispering (all creatures within 60 ft suffer a –2 morale penalty on saves against fear)
Nocturnal Suffers a –1 morale penalty on all skill checks, attack rolls and saving throws in daylight or bright artificial light
Languages Half Grey, English, Spanish, Japanese, Russian, Mandarin Chinese, Arabic (speaks only), Stonecutter, Celestial

Defense 25**, touch** 25, **flat-footed** 20 (+4 DEX, +1 dodge racial benefit, +10 class based Defense bonus)
hp 3d6 +10d8-13 (43 hp)
Fort +4, **Ref** +7, **Will** +6
Action Points 12 **Reputation** +7

Speed 30 ft
Melee +6 melee (1d4 unarmed strike, lethal or

subdual damage) or +6 melee (combat baton 1d6 bludgeoning, crit 19-20 x2)
Melee Space 5 ft x 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +6
Atk Options +6 melee (1d4 unarmed strike, lethal or subdual damage)
or +6 melee (combat baton 1d6 bludgeoning, crit 19-20 x2)
or +10 ranged (Derringer 2d6 ballistic, 10 ft range increment, single shot holdout pistol)
or +10 ranged (Beretta 93R 2d6 ballistic damage, 30 ft range increment)
Usually Uses Combat Expertise for –3 to hit, +3 to Defense

Abilities STR 11 DEX 19 CON 9 INT 16 WIS 21 CHA 15
SQ Perfect Memory, The Whispering, Improved Evasion, Skill Mastery *(Disguise, Disable Device, Escape Artist, Move Silently, Search, Sleight of Hand)*, Nocturnal
Feats Combat Expertise, Combat Martial Arts, Defensive Martial Arts, Far Shot, Kyran, Kyran's Voice, Iron Will, Simple Weapons Proficiency, Point Blank Shot, Double Tap, Personal Firearms Proficiency, Renown
Skills Climb +8, Computer Use +7, Disable Device +13, Diplomacy +6, Drive +8, Gather Information +10, Hide +17, Intimidate +6, Knowledge: (arcane lore +4, current events +8, history +4, streetwise +21, tactics +4), Listen +20, Move Silently +20, Research +5, Spot +21, Survival +6
Talents Dedicated Hero – Skill Emphasis (Listen), Aware (+4 to Listen and Spot checks to avoid surprise) Fast Hero –Evasion, Uncanny Dodge I
Possessions *Beretta 93R Pistol*, car opening kit (masterwork), cell phone, 6x chemical light sticks, 4x caltrops, climbing kit & rope (usually kept in a car trunk), collapsible combat baton, combat/utility knife, *Derringer Holdout Pistol*, digital camera, flash goggles & sunglasses, lock release gun, multi-purpose tool, several dozen zip-tie handcuffs

Tamus Filladee is one of the 'founding mothers' of the Choicer intelligence community; the retired spy has served the Choicer nation faithfully for longer than the Choicers themselves have

existed. On Tamus' watch, the Covenant evolved from a scattered coalition of pro-choice and neo-pagan groups into the 22nd Century's foremost military power. Tamus immigrated to Earth just a few years after the discovery of the Mare Serentis Crèche.

An outcast among her own kind, and far more independent then the average Half Grey, Tamus Filladee left the sterile security of the Lunar enclave behind and struck out for California. Tamus found work in the early 21st Century's burgeoning xeno-porn industry, and made contact with several other early metahumans and alien immigrants. Quickly realizing the LA porn-underground was as much a gilded cage as the Lunar enclave, she abandoned her first Terran career and hired on as a metahuman troubleshooter and freelance espionage agent.

By the time the Covenant had become a true nation, Tamus had established her reputation as an infiltrator, cat burglar and occasional assassin. She became one of the first (and few) Half Grey to work with both the NSA and APEX. The Half Grey spy was instrumental in the formation and early success of RAINBOW Liberty, an early Choicer activist cell and strike-force.

During the War, Tamus became one of the Covenant's intelligence directors. She acted as a liaison between the Covenant's political leadership and the 'deniable' agents she had cultivated over the years, including hard-line Bastian killers and disaffected young Half Grey agents-in-training. Though her new responsibilities kept her out of the field most of the time, Tamus still took on occasional front-line missions. She made several forays into Boston, and was present for the final battle between the Lifer and Choicer nations.

After the Treaty of Boston was signed, Tamus retired from active duty. She returned to her home in San Francisco, where she finally took her place as a *Kyran.* Tamus' presence in the city had made San Francisco a mecca for low-caste and dissatisfied Half Grey; Tamus found herself the spiritual leader of a small community of Half Grey dissidents and iconoclasts.

In addition, Tamus did what few Half Grey ever can: In early 2092, she became a mother. Tamus took the unprecedented step of adopting a 13-year-old human girl, Cassie Andra Feneris, whose own parents had died during the latter days of the Abortion War. The Half Grey ex-spy ignited a minor controversy among her own kind by announcing that she would raise the human teenager in the Half Grey tradition, and that Cassie Andra would inherit the title of *Kyran* when Tamus could no longer serve.

Today, this practice of adoption has become acceptable, but during the 2090s, it was considered utter blasphemy. Tamus still occasionally receives death threats from Half Grey hardliners who view her as a race traitor. Most Half Grey, though, look to Tamus as an innovator and leader. She owns a small restaurant- *Nathal* -overlooking Golden Gate Park, providing jobs for dozens of new Half Grey immigrants, and is partial owner or silent partner in several Half Grey businesses across the city.

As of 2107, Tamus Filladee lives quietly in San Francisco. She is active in city politics, working to improve the lives of the city's Half Grey community. Her daughter, now nearly 30, is a successful weapons designer, who produces Shell-suit components for the military. She is also one of the few Americans who can speak Half Grey without an accent- a legacy of her adoptive mother's careful lessons.

Tamus Filladee is a petite Half-Grey female, whose skin has blanched to bone white with age. Her large, purplish-black eyes are ringed with intricate tattoos, and she wears a pair of small rubies at her throat and the crown of her forehead. She wears her auburn hair fashionably short. Unlike most Half Grey women of her generation, she favors human style clothes, though like most of her species, she never wears shoes.

Though officially 'retired' she still favors comfortable, military-cut sweaters and durable cargo-pants. She carries a small hold out pistol in a hidden pocket; she's old enough to be justifiably paranoid, though she rarely bothers with any 'serious' weapons these days.

Tamus has always been more aggressive and personable than most Half Grey, but is still quiet and tends to be shy. She rarely speaks first in a conversation, and listens more than she talks. Unlike most of her race, Tamus regularly uses the pronoun "I", but occasionally slips up and reverts to the traditional Half Grey pronoun "this one", especially if she's worried or angry.

Almost despite herself, she's a natural teacher, and enjoys passing on bits and pieces of her field craft skills to the newer generation. Even the newly arrived waiters at her restaurant eventually hear an old spy-story or two, or pick up a few tricks along the way.

Tamus Filladee has not manifested her Whispering aura in nearly 10 years, and is unsure if she can even still do so, or if she has become too human to use her race's inborn ability to inspire terror.

Aware (EX): Tamus adds her base WILL Save Bonus (+4) on Spot and Listen checks made to avoid surprise.

Climber (EX): Tamus is an excellent climber. She receivers a +4 racial bonus on Climb checks, and uses her DEX modifier in place of her STR modifier. She does not lose her DEX bonus to Defense while climbing, and may always take 10 or 20 on a climb check, even if distractions or danger would normally prevent her from doing so.

Improved Evasion (EX): If Tamus is exposed to any effect that normally allows a REF Save for half damage, she takes no damage on a successful saving throw. She takes only half damage on an unsuccessful save. She may only use this ability when unarmored or lightly armored.

Improvised Implements (EX): Tamus Filladee is such a skilled espionage agent she can kill without weapons, using whatever ordinary objects are close at hand. She does not suffer a –4 penalty when using an improvised weapon, nor does she take a –4 penalty for using Climb or Disable Device without the proper tools.

Kyran's Voice (SU): By exploiting command codes implanted in the Half Grey's genome and psychology, may issue a *Command* to any Half Grey within 30 ft who can clearly hear and understand her. The subject Half Grey receives no save against this effect. This feat will not function against any Half Grey with the Kyran feat.

Perfect Memory (EX): Thanks to the superior neuro-tissue common to all Half Grey, Tamus Filladee can instantly memorize and accurately recall large blocks of data. See the Half Grey racial traits listing for details of this inborn talent.

Skill Mastery (EX): Tamus may always take 10 in the following Infiltrator class skills: *Disguise, Disable Device*, *Move Silently, Search* and *Sleight of Hand*, even if stress or distractions would normally prevent her from doing so. Tamus is so practiced in the use of these skills that she can use them reliably even under adverse conditions.

Sweep (EX): Tamus receives a +4 bonus on Spot checks in an area 30 ft in front of her. She is quickly able to size up an area, recognize threats, and spot ambushes.

Uncanny Dodge I (EX): Tamus retains her DEX bonus to Defense regardless of being caught flat-footed or struck by a hidden attacker.

Designer's Note: For the sake of convenience and ease of use, Tamus Filladee is equipped only with gear from the *D20 Modern core rulebook*. Feel free to replace her equipment or add to it, using the futuristic weapons available at Progress Level 6 and beyond, including the gear and advanced weapons unique to the Otherverse America campaign setting.

Tamus prefers to use disposable, off the shelf gear, which can't easily be traced back to her or her employers. Every weapon she uses is destroyed after a single mission. She rarely uses Choicer gear, instead relying on black-market Lifer weapons and armor, the better to maintain plausible deniability. She favors silenced semi-automatic pistols and ultra-light energy weapons to anything noisier or more destructive. Her philosophy tends to be that anything over a three round burst is just wasting ammo.

Half Grey Cultural Touchstones: Feats

Any Half Grey may select any of the following unique racial feats.

Blood of the Race (General)

Healing nanonics and regenerative proteins flow through your genetically superior veins, a beneficial mutation you were imbued with during the cloning process. By mixing your blood with a wounded Half Grey's, you may heal your genetic siblings.

Prerequistes: character level first only

Benefit: As a full round action, you may inflict a small cut (suffering 1d4 points of damage) upon yourself, allowing your healing blood to spill. Spread on the wounds of another Half Grey, your nano-active blood heals that creature for 1d6+1 HP.

Each time you are wounded, you may use this ability once. You may use this ability at will, and any time you suffer at least 5 points of damage, you may use this ability without suffering additional damage.

By opening deeper wounds in your veins and risking you life, you can heal more grievous injuries. By inflicting a deep wound that causes you to suffer 1d6 points of temporary CON damage, you may *neutralize poison* afflicting a single Half Grey.

By inflicting a nearly suicidal, traumatic injury which causes you to suffer 2d6 points of temporary CON damage, you may *remove disease* from any suffering Half Grey.

Limitation: Your healing abilities have no affect on any non-Grey creature. By spending an action point while attempting to heal a non-Grey, you may genetically 'mark' that creature as your property. Other Half Grey can smell the faint pheromone clues that mark a creature as property. Thereafter, feats and abilities that affect only Half Grey will allow you to affect the marked creature normally.

The genetically marked creature does not gain the Lifechain subtype.

Grey Alchemy (General)

As a clone species, the Half Grey are particularly susceptible to chemical manipulation. Certain drugs and toxins produce well-documented, easily reproducible effects when ingested by a Half Grey, and even relatively common foods and additives can have an affect on Half Grey biology. You are exceptionally skilled in designing drugs, chemicals, toxins and even mundane meals specifically tailored to Half Grey biology.

Prerequistes: Craft (chemical or pharmaceutical) 4 ranks, Profession (chef) 1 rank, INT 13+

Benefit: Any toxins or chemicals you prepare specifically for use against Half Grey are especially difficult to resist. You may add your INT modifier as a bonus to the difficulty of all FORT saves associated with the toxin. This increased toxicity only applies to Grey creatures, and not any other creature who comes in contact with the drug or toxin.

By succeeding on a DC 20 Profession (chef) check which requires at least 4 hours of work, you can create a specially formulated meal designed to meet the nutritional needs of a specific Half Grey. Doing so requires raw materials with a Purchase DC 10.

If you succeed on the check, you can provide the diner with a +1 enhancement bonus to any single attribute score, chosen when the meal is prepared. The bonus remains in effect for 1d6 hours after the meal is completed.

If you succeed on the check by 10 or more points, you may choose to provide the diner with

either a +2 enhancement bonus to one attribute, or a +1 enhancement bonus to any two attributes.

Grey Heritage (General)

As a child, you were adopted by a Half Grey family, and raised in a home that mingled human and Grey traditions. You are comfortable around Half Grey and familiar with that culture's customs.

Prerequsites: character level first only, any non-Half Grey species

Benefit: You gain the ability to speak, read and write the Half Grey dialect you were raised with. You receive a +2 racial bonus on all Knowledge checks made concerning the Half Grey or their parent species.

Finally, you may use Grey technology, or treat the injuries of a Grey patient without suffering any species based non-proficiency penalty.

Even though you are not genetically Grey, you may select the Kyran feat later in life if you meet the prerequisites.

Kyran (General)

You are a revered as a wise leader, a teacher and futurist. You command the respect of all Half Grey, and are a dominant force within your species.

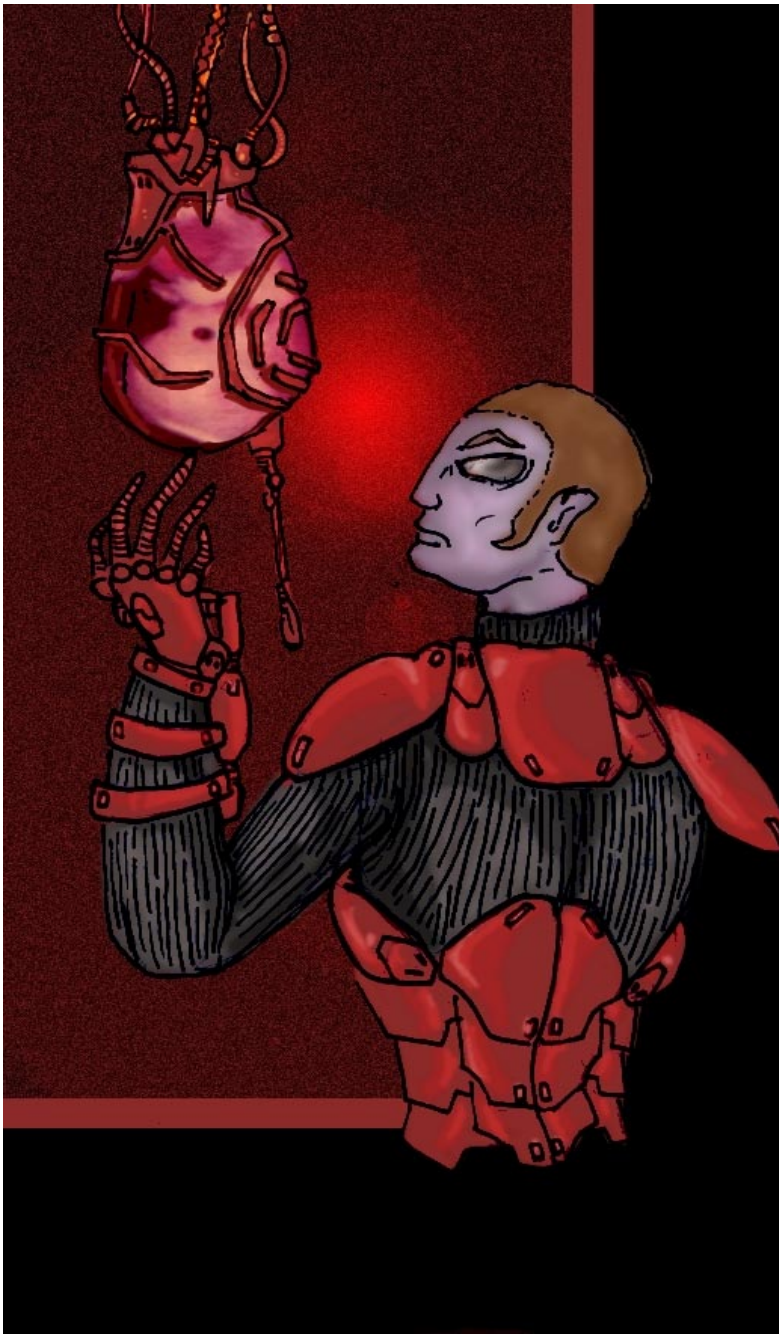
Prerequisite: Renown, Diplomacy 4 ranks, 12 ranks in any Craft, Knowledge, or Profession skill

Benefit: You receive a +4 competence bonus on all CHA-based skill checks made against or in reference to any Half Grey. You may also add this bonus on any Knowledge checks made concerning the Half Grey species, technology or culture.

If you possess the Squad Leader feat from Psi-Watch your effective character level for the purpose of the feat is increased by +4 when you recruit troops or cohorts from among Half Grey.

Kyran's Voice (General)

Your leadership of your people is unquestioned. You tap your heritage as a creature of the Lifechain to take direct command of lower ranking Half grey. You can speak subvocal commands that



tap long dormant genetic 'command lines' hidden within the Half Grey genome.

Prerequisite: Kyran

Benefit: As a standard action, usable at will, you may speak a *Command* as a first level acolyte to any Half Grey clearly able to hear your words within 30 ft. The Half Grey must obey the *command* unquestioningly, and does not receive a save against the effect.

This feat will not function against any Half Grey Kyran.

Half Grey with this feat are among the only creatures allowed to address the Truegrey crèches, and negotiate for the birth of a clutch of young Half Grey. Doing so requires months of difficult negotiation, bribery and argument, and is requires first finding a viable crèche, which is never an easy task. Negotiating birth-rights is a major quest, and most Half Grey leaders make the dangerous journey only a few times during their life.

Resonance (General)

You can feel subsonic vibrations resonating deep within your hollow bones, allowing you to better perceive the world around you.

Prerequisite: Listen 4 ranks

Benefit: You can feel footsteps and other subsonic vibrations through the delicate bones of your feet, and the sonic impulses travel through your skeleton. You receive *Tremorsense* with a 90 ft radius. Your feet must be bare or only lightly covered to utilize this ability, and may not use this ability through footwear or most forms of environmental body armor.

Silent Understanding (Psionic Precursor)

You need no words to communicate with other Half Grey, instead conveying meaning through pheromones and a short-range telepathic bond.

Benefit: You communicate silently with any other Grey creature within a 1000 ft radius, who need not see or hear you. You may 'speak' verbally or transmit mental images as a full round action. You may transmit thoughts and images with non-Grey if they possess the Grey Heritage feat, but cannot receive information from non-Grey.

Your empathic understanding of Half Grey emotions provides you with a +2 insight bonus on Sense Motive and Diplomacy attempts made against other Half Grey.

The Mare Serentis Crèche

Unearthed in 2011, the Mare Serentis crèche provided humanity with its first concrete proof of the existence of alien life. Using starcharts and communications protocols found within the long abandoned complex, humanity made successful first contact with the Stonecutter Mercantile Sphere and the several scattered Half Grey nations.

The alien bio-technology discovered within provided the inspiration for the first generation of Powered post-humans, and studying these first metahumans in turn spurred on even more impressive technological innovations, allowing humanity to shortcut decades of R&D time. The discovery of the Creche is considered to by most to represent the dawn of the post-human era, and is regularly mentioned in the same breath as the mastery of fire, the Industrial Revolution or the dawn of the Internet as a milestone in human history.

Archeologists believe that the Mare Serentis crèche came on line around 2.5 million years ago, and played a vital role in the development of the *homo sapiens* genome. The long abandoned crèche's AI overlord used human and Neanderthal genetic material to create the current model of the Half Grey species. At its peak, the Crèche was home to nearly two million Half Grey scientists.

The mammoth complex was abandoned nearly 17,000 years ago, a time period roughly corresponding to the destruction of the emerging Half Grey empire. Without support, the complex withered and died, its inhabitants eventually starving as supply shipments ceased. Eventually the crèche was forgotten, and the creche's AI sentience faded into mechanical senility. Eventually, the machine intelligence willed itself into suicide to escape its lonliness and obselescence.

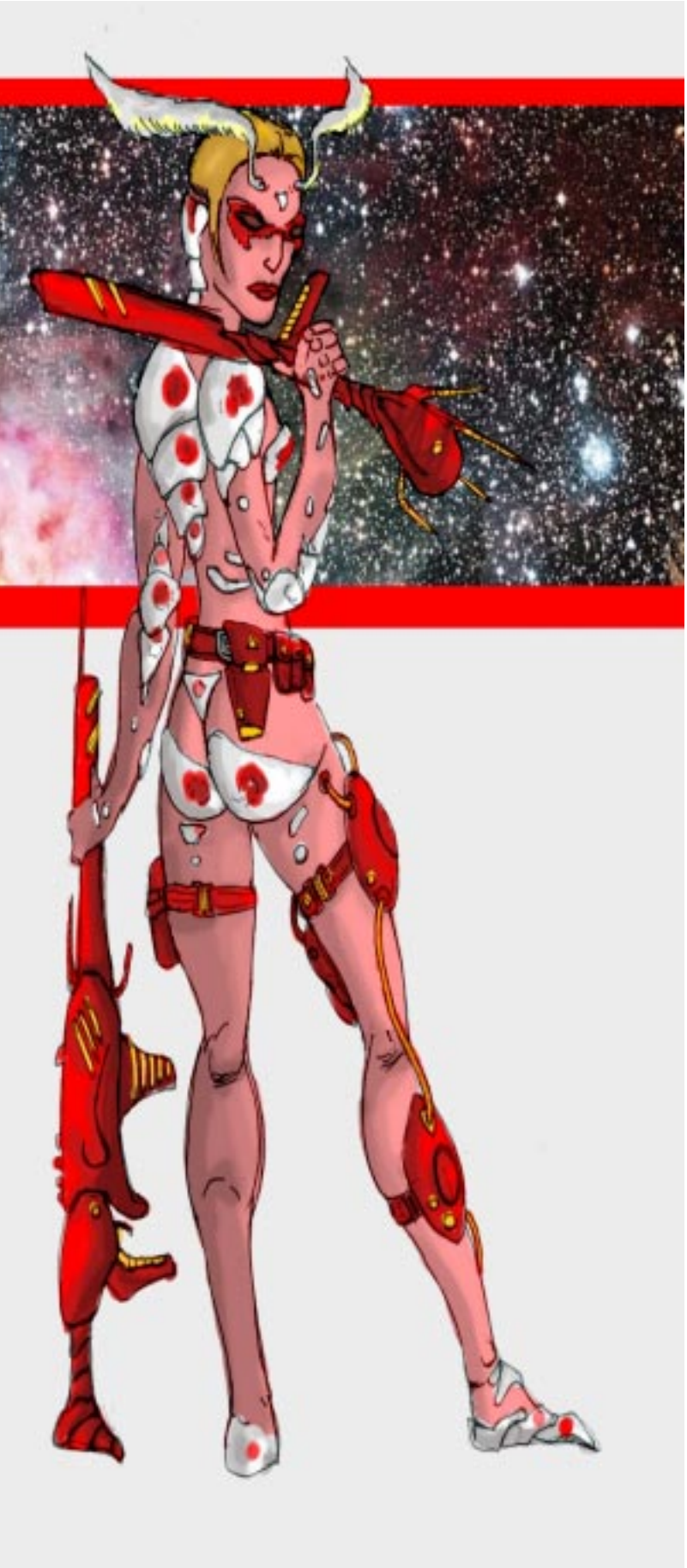
The Mare Serentis Crèche is a massive subterranean complex carved out of lunar bedrock, which covers an area greater than New York state. Vast portions of the complex are uninhabitable, having been heavily damaged by millennia of disuse and meteor bombardment. The Half Grey revere the site as a testament to the courage and zealousness of their ancestors, who remained at their posts even in the face of death. Xeno-archeological teams lead by Half Grey researchers have mapped large portions of the crèche, and attempts to reverse engineer the crèche's birth-engines have borne promising fruit.

The Mare Serentis Crèche is closed to the general public, and is administered by the United Nations Xeno-Diplomacy Corps. Aside from regular tours and pilgrimages, which are restricted to the Crèche's upper levels and museums, the complex stands silent and lonely. Only archeological researchers and their staff are allowed to venture into the depths of the complex, and by long-standing tradition, there are huge areas where humans are not permitted. Only trusted Half Grey researchers and *kyrans* are allowed unrestricted access to the ancient tomb.

The vast riches found within the Mare Serentis Creche have made the discovery of new Half Grey Creches a top priorty for scavengers and archelogists. Xeno-salvage corporations and searchships will gamble billions when a promising lead to a new Half Grey Creche is uncovered. Digs have begun on a dozen worlds, some of which have borne promising results, and already returned the salvagers' investment multiple times over.

Earth's Half-Grey are torn between maintaining their unique culture and the promise of easy money that the global info-trade offers. The best salvagers mainain deep contacts and informants within the Half Grey community, who are willing to feed them info on newly discovered creches in exchange for cash.

Claimjumping, sabotage and even murder are common among salvage crews working Half Grey digs. Several starships have failed to return from a mission to an abaondoned Half Grey outcolony. Offically, Nemesis Lifespawn or Ejaw raiders take the blame, but unofficially, every spacer knows which shipcrews are willing to murder to protect a juicy discovery, and which crews aren't....



The Lanning-Injva

Medium Psionic Humanoid (Late PL 6)

The Injva are the ultimate evolution of kingdom *arthropoda*, technologically adept, highly cultured humanoids descended from social insects rather than mammals. Despite their genetic distance from humans, Injva closely resemble *homo sapiens*, both physically and socially, a clear (if extreme) case of parallel evolution. Like humans, Injva are intelligent and curious, natural problem solvers and strategists, with an upright gait, large brains and dexterous hands. Like humans, the Injva build great cities, develop complex religions, invent amazing technology, design new weapons and wage terrible wars.

With few exceptions, Injva technology is biological; techno-organic analogues accomplish the same ends that 'hard-tech' does in human society. Though the Injva are relatively new to the stars, Injva astronauts symbiotically bound to living starships have ranged far from the Injva's binary home star. Injva society is highly caste driven and legalistic, a sociological holdover from the days of the great hives.

Injva society is driven by a complex series of inter-marriages and familial duties. Nobles are bound to their vassals, and vice versa through a well articulated, constitutional monarchy that dates back for millennia. Arranged marriages (including marriages that would be taboo to humans, such as polygamous, incestuous and extremely young marriages) link clans, noble houses and urban-hives together. The Injva practice another type of bonding: most Injva are host to an assortment of symbionts, ranging from the mundane to the truly impressive.

The Lanning-Injva are an offshoot of the greater Injva species. The two subspecies can easily be distinguished by the shape and function of heir bio-organic armor.

Lanning-Injva are the more aggressive, expansionist offshoot of the species. Most Lanning-Injva are noble-born, and have been a dominant force in Invja culture for thousands of years. It is

Lanning-Injva soldier-hives which have conquered dozens of outlying worlds in the name of the insectoid empire.

Appearance: All Injva resemble human beings with smooth, bone-white chitin growing in an intricately jointed series of overlapping plates across their chest and abdomen. Female Lanning-Injva have carapaces marked with rust-red eyespots. A thin line of chitin plates runs the length of their limbs, terminating in short, dull claws at the end of each hand and foot. Injva faces resemble humanity, though most Injva have thinner features and almond shaped, vaugely Asian eyes.

Lanning-Injva have additional retractable chitin plates, which they can deploy through muscular action. A Lanning-Injva's armor provides more comprehensive protection, covering nearly the entire body when deployed, including the Injva's nose and jaw line.

Hair, skin and eye color conform closely to human norms, though more exotic skin coloration and hair as colorful as a peacock's plumage are not unknown. Injva skin tends to be slightly pale, since the aliens spend the majority of their lives heavily armored.

All Injva have a pair of several inch long antenna rising from their high foreheads. Depending on the Injva's ethnic origin and place in society, these antennas can be simple, undecorated feelers or truly impressive. Royal Injva have elaborate, multiply frilled antennas similar to a gypsy moth's.

Reproduction: Injva give birth to small litters of live young. Like humans, they enjoy sex for pleasure, perhaps even more than humans do, and they have no set breeding season. However, in a holdover from the hive structures of their insect ancestors, low-caste Injva females only become fertile when exposed to hormones secreted by an alpha female.

Injva society is rigidly matriarchal, and the bio-chemical permission necessary to sling a litter is given only rarely, withheld by the Injva's alpha females as a means of societal control. Artificial fertility hormones allow lower caste Injva to breed without permission from their superiors, and a thriving black market in fertility drugs is emerging among poor Injva.

To maintain their hold on the lower classes, Injva alphas practice brutal infanticide and torture the mother to death if an unauthorized litter is discovered.

Names: Lanning-Injva names are long and impossibly complex, a recitation of matrilineal descent stretching back several generations. When dealing with other species, Lanning-Injva adopt a simplified acronym, composed of the letters of their name. Injva names are short syllables composed mostly of long 'oh' sounds.

Example names: Slotho-logo-nano-closo-otho-ortego

Example simple naming: S.L.N.C.O.O.

Spot Check DC: DC 12. Lanning-Injva closely resemble humans, despite the vast evolutionary gulf that separates the two species, and Injva can easily pass for human with only a simple disguise, assuming the creature's exo-skeletal armor is retracted.

Size: Lanning-Injva are size Medium. As a Medium creature, an Injva receives no special bonuses or penalties because of its size. An Injva's base land speed is 30 ft.

Injva tend to be 10-20 lbs heavier than a comparably sized human, due to their exoskeletal armor. It is rare for an Injva to top five and a half feet.

Ability Score Modifiers: +2 INT, +2 WIS. Injva are incredibly intelligent and perceptive, with their natural aptitudes reinforced by a well-organized educational system and multiple generations of genetic alteration and selective breeding.

Racial Skills: Injva receive a +3 racial bonus on Handle Animal checks and a +1 racial bonus on Knowledge: civics and Knowledge: earth & life sciences checks. Injva are raised from birth to be masters of a symbiote based super-science.

Lanning-Injva are especially graceful, and possess extremely well developed leg and back muscles. They receive a +2 racial bonus on Jump checks and Perform: dance checks.

Racial Feats: Injva retain a close connection and a deep bond of affection with insectiod creatures of all kinds. Injva receive the Insectivore feat as a racial bonus feat, even if they do not meet the requirements.

Insectivore (General)

You thrive among insects and vermin, and know the secrets of a predator heavy ecology that few ever take the time to study.

Prerequsite: Knowledge: earth & life science 4 ranks

Benefit: Unless magically compelled or acting in self defense, a creature with the vermin type refuses to attack you, and has an effective starting attitude of indifferent or better.

You receive a +8 insight bonus on Handle Animal checks made to breed or influence vermin, and may teach the normally unintelligent creatures tricks. You receive a +2 insight bonus on FORT saves made to resist any toxin or poison naturally produced by any vermin, but not other poisons, such as plant extracts or chemical compounds.

Enhanced Senses: All Injva possess the *scent* special quality, granted by complex olfactory sensors embedded in their antenna.

Natural Armor (EX): The Injva's thin chitin plates, a holdover from their arthropod ancestors, gives the character a +2 natural armor bonus to Defense, and does not impede the Injva's mobility.

Lanning-Injva armor is denser and more durable, and can be reinforced with retractable chitin plates. When the Injva's armor is fully deployed, it covers nearly all of the insectiod's body. When fully deployed, the alien is wrapped in thin sheets of carbon fiber white armor, which resembles a light suit of power armor or cybernetic plating.

A Lanning-Injva can retract or deploy his full natural armor as a move equivalent armor. When deployed, the Injva receives a +6 natural armor bonus to Defense. However, the Injva's maximum DEX bonus becomes +4, and he is considered to be wearing heavy armor.

Injva are proficient with their natural armor, but Injva spell casters are at a major disadvantage when armored, suffering a 35% spell failure chance. Feats or abilities that allow a caster to ignore or reduce spell failure affect the Injva's bio-armor.

Bio-Tech Mastery (EX): The Injva's technology is based almost exclusively around bio-technology, symbiosis and life-based organic solutions to engineering problems. As such, all Injva technology, regardless of the campaign's default Progress Level has the "Techno-organic Composition" gadget from *D20 Future*. Injva cyber-systems are always Soft Tech bionics, from *Dept Seven Tech Update: Cybernetics*, without a corresponding Purchase DC increase. All Injva power armor is Bio-Organic, without an increase in cost.

Social Caress (EX): By rubbing their antennas together, two or more Injva can communicate telepathically. All Injva can communicate with one another in this method, regardless if the creatures share a common language. By concentrating, an Injva can transmit mental images and share memories with another willing Injva by rubbing antennas.

Psionic (EX): Neural mutations and powerful psychic gifts are more common among the Injva than among humans. All Injva have the Psionic subtype, described fully in Psi-Watch, and may select from Psionic Precursor and Psionic feats presented in that book. Injva may always select a

Psionic feat in lieu of a class based bonus feat, reflecting the well documented, important role psionics play in their culture.

In games using the traditional D20 Modern/ Future psionics system, Injva receive the Wild Talent feat as a racial bonus feat, and gain additional 1d4 bonus power points at character creation.

Racial Weaknesses: The Injva, though intelligent and high tech in their own way, have a difficult time mastering non-living technology; they find 'hard tech' alien and unresponsive.

Injva suffer a –2 morale penalty on Computer Use, Craft, Disable Device, Demolitions, Drive, Pilot and Repair skill checks involving technology without the Techno-organic Composition gadget (basically most non-Injva technology).

Lanning-Injva suffer a –1 morale penalty on attack rolls with any non-organic firearm or other advanced weapon- however, the Injva can use hard-tech melee weapons without penalty.

This penalty is in addition to the more general penalty for using alien technology.

The Injva have a highly structured, orderly society with a well-defined caste system. All Injva must select either 'law', allegiance to a particular noble house, or the interests of their own family/tribe as one of their declared alliances.

The Polyflora

Medium Plant (Early PL 6)

The Polyflora are a plant based, nearly humanoid species which relatively new to the galactic stage. Their species was evolved in the light and warmth of a binary star system. The Polyflora species is actually a loosely affiliated collection of a half dozen subspecies, each of which evolved in parallel on the system's two habitable planets, or upon a handful of small moons orbiting the larger planetoid. Since the myriad Polyflora seedlines share a common genetic ancestor (*an anaerobic fungus clinging to nearby asteroids)* the multiple Polyflora species sharing the system evolved in remarkably similar ways, both physically and socially.

Polyflora have only recently taken their first steps out-system, using primitive slower than light fusion drives. Native Polyflora technology is roughly equivalent to early 21st century Earth, though travel between the multiple Polyflor home worlds is routine. Despite their limited space program, the Polyflora have encountered other alien species, mostly due to the fact their home system is relatively close to major galactic trade routes. Polyflor merchants and hirelings are a relatively common sight in galactic ports of call- the gifted plant-aliens are in high demand as medics, alchemists and prostitutes, all professions the Polyflor have adopted with skill and enthusiasm.

The Polyflora's racial diversity and experience in dealing with the multiple independent species that make up their planetary neighborhood has given the Polyflora a unique perspective on first contact and interspecies diplomacy. Polyflora negotiators and translators can aquire vast fortunes after only a few voyages- many young Polyflora leave for the stars to make their fortune, only to return years or decades later to invest in the development of their young stellar confederacy.

Polyflora living on Earth are often sponsored by a human or Stonecutter megacorp. Polyflora excel in business and global finance, medicine, and the sex industry, though these relatively peaceful aliens rarely join any human military. A large number of Polyflor immigrants work in the space-program, cybernetics production and defense industry, gaining the tech know-how and expertise necessary to return to their home system and lead a technological revolution.

Appearance: Despite their plant-based anatomy, the various breeds of Polyflor aliens have evolved a near human body structure. Polyflora stand roughly as tall as a human, though their thin limbs and strong but supple cellulose skeleton cut their weight dramatically.

Depending on the wavelength of light their sub-species photosynthesizes, skin color varies widely among the different breeds of Polyflora. Most Polyflor are some shade of green- from a pale sea green to a glistening neon green. Orange and blue Polyflor are the next most common skin shades, though many Polyflor seedlines hailing from the smallest moon have yellow or amber skin tones. If two different subspecies of Polyflor interbreed, the offsprings' skin tone and patterning follow the mother's.

In place of hair, Polyflor have long, grass like organelles which serve a similar decorative function. A long train of colorful cellulose ribbon grows from the Polyflor's shoulders and spine, hanging down like a long cloak or shawl. A Polyflor's cloak can be torn apart or cut without major pain, and regenerates in a matter of days if removed. Chemicals and pheromones produced within the Polyflor's cloak serve vital reproductive and social roles.

Polyflor faces echo the human phenotype. Polyflor faces are smooth and blankly attractive. Most Polyflor have relatively sharp, angular features. The Polyflor's mild demeanors and their physical resemblance to humans have aided their integration into mainline human society.

Reproduction: Sexuality and sensuality is at the core of Polyflor society. Polyflor creation myths argue that the species was created purely for the purpose of experiencing wonder and pleasure- including sexual pleasure- and finding enlightenment.

Polyflor reproduction resembles mammalian reproduction; the plant aliens have evolved genitals similar to those common to most humanoids. In addition, the Polyflor's cellulose cloaks can best be thought of as an additional set of genitals. During

sex, Polyflora wrap their cloaks tightly around each other, forming a tight, leafy cocoon: while wrapped in this embrace, the Polyflor transmit chemical cues and genetic material to each other. Without their cloaks, conception and orgasm become difficult, if not impossible, for the aliens.

During mating, both partners are fertilized. Polyflor males become pregnant, gestating the child in a womb growing like a hunch at the center of their back. A male Polyflor's pregnancy usually lasts between six and eight months, and when the birthing bulb splits open, he gives birth to a single male offspring, though twin births are not unheard-of.

In contrast, the female bears her young internally, with a gestation period lasting upwards of two years. She gives birth to a litter of up to twelve daughters.

Polyflor give birth to fairly well developed, live young and do nurse- providing a syrup like mix of nutrients, sugar and water until the offspring's own photosynthetic capabilities come online- usually around age three. A male's nursing nipple is concealed within his strands of grass-hair, while a female's multiple nipples are hidden in the folds of her cloak. Neither gender has breasts as humans would recognize them, though some female Polyflor working in the Earth's sex industry have themselves cosmetically altered.

Names: Polyflor names are simple and spoken in a soft whisper. Male names always begin with a consonant sound, while female names begin with a vowel sound. Family names are rarely used- more commonly, a Polyflor will append his city of birth or moon of origin to his or her name.

Male Names: Chucha, Finida, Roppes, Tistic, Hawes, Dachs, Varcha

Female Names: Amboli, Emildia, Ichar, Idil, Oposcha, Ordal

Spot Check DC: DC 10. If a Polyflor can conceal its long cloak and hair-grass in its clothing, it can pass for a slender, androgynous human, particularly at night or in dim lighting.

Size: Polyflora are size Medium. As a Medium creature, a Polyflor has no special bonuses or penalties due to its size. A Polyflor's base land speed is 30 ft.

Most Polyflor stand between 5'6" and 6' 3" tall, with females typically standing a few inches taller than their male counterparts. Despite their humanlike proportions, a Polyflor is noticeably lighter and more slightly built than a human. Most Polyflor weigh 130 lbs or less.

Ability Score Modifiers: -2 STR, +2 WIS, +2 CHA. A Polyflor's semi-flexible, wood like bones limits the weight they can lift and carry- they are dramatically weaker than a similarly sized human. However, Polyflora have exceptionally sharp senses, and are physically attractive, natural diplomats.

Racial Skills: Polyflora use their extremely keen sense of smell and taste to sense disease and injury in others, as well as determining a creature's emotional state. Polyflor receive a +1 racial bonus on Craft (pharmaceutical), Handle Animal, Sense Motive and Treat Injury checks, as a result of their sharp noses.

Polyflor culture is cosmopolitan, and embraces dozens of Polyflor subspecies. All Polyflor speak and are literate in a number of foreign Polyflor languages equal to twice their INT modifier, in addition to their native Polyflor language, and any other languages the aliens might learn.

Racial Feats: All Polyflor receive any one of the following feats as a racial bonus feat: Acrobatic, Alertness, Deceptive, Gifts of Esctacy, Toughness or Trustworthy.

The choice is based primarily on the alien's seedline.

Enhanced Senses: Polyflor have extremely keen senses of smell and taste; they receive the *Scent* special quality. Pheromone cues play an important role in Polyflor communication.

Warmed by the Day (EX): Polyflor are fundamentally diurnal creatures, at their best, physically and emotionally while the sun shines. When outside in any warm moist climate, enjoying natural sunlight, the Polyflor receives a +1 morale bonus on all attack rolls, skill checks and saving throws.

Photosynthetic (EX): As a plant creature, the Polyflora is immune to sleep, paralysis and stunning. They are not subject to critical hits or the effects of massive damage. As sentient creatures, Polyflora are vulnerable to mind influencing effects and sleep.

A Polyflor can survive indefinitely without oxygen, provided it has access to sunlight and water. It is immune to suffocation and drowning, however the creature cannot survive hard vacuum any better than any other living creature. The photosynthetic Polyflor does not need to eat, but requires at least four times (4x) the water of a comparably sized human each day.

Racial Weaknesses: The Polyflora have no major racial weaknesses.

Polyflora Cultural Touchstones: Starting Occupations and Subraces

The following starting occupations may be chosen by any Polyflor character, in addition to the more general selection of starting occupations found in the *Otherverse America campaign setting*, the *D20 Modern or D20 Future core rulebooks*.

Anachemist

Polyflor Anachemists form the primary workforce for the species' large subculture of intelligentsia. There is no equivalent in human culture to an Anachemist- these skilled, biochemical artisans are renowned for their skill in perfumery and scent art, which are the most popular, respected forms of expression among Polyflora. Members of Polyflor medical professions spend their short, but intense apprenticeships learning the surgical and anatomical secrets elder Anachemists have to teach them.

A young Anachemist's training encompasses art, science and faith- they are exceptionally knowledgeable generalists, and many later become leading members of Polyflor society.

Prerequistes: Polyflor species, age 18+

Reselected Feat: A prospective Anachemist must select either Creative or Surgery at first level.

Skills: Choose four of the following as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks with that skill.

Concentration, Craft (chemical, pharmaceutical, visual arts), Handle Animal, Knowledge (art, business, earth & life sciences, technology), Perform (dance, sing, wind instruments), Profession (any artistic or medical), Treat Injury.

Wealth Bonus Increase: +2

Reputation Bonus Increase: +3

Innovator Prodigal

You were not born or raised among other Polyflors in the home system- instead, you grew up as a member of a Polyflor immigrant clan who left the home worlds to make their fortune among the galaxy's mammalian species. Your early experiences on a higher technology, faster paced alien world, as a plant-based outsider living in an animal dominated culture have marked you. You've worked for alien megacorps, and returned to the home world with the lessons you learned ringing in your ears.

You think differently than other Polyflors, and are able to fully appreciate the new technology, new ideas and new hope found on otherworlds. You are comfortable around high technology, and are on a first name basis with the alien employers, contacts and allies you grew up with.

Prerequistes: Polyflor species, age 23+

Skills: Choose three of the following as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks with that skill.

Computer Use, Craft (electronic, mechanical, visual arts), Drive, Knowledge (popular culture, streetwise, tactics, technology), Navigate, Profession (any tech oriented), Repair. Or you may add a new Speak or Read/Write language selection.

Feats: Select any one of the following as a bonus feat: Aircraft Operation, Armor Proficiency (light), Gear Head, Guide, Personal Firearms Proficiency, Surface vehicle Operation or Windfall.

Wealth Bonus Increase: +2

Reputation Bonus Increase: +0

Pleasuregiver

The Polyflora are renowned for their sensuality and sexual skill, and it is this culture of sexuality that allowed the first Polyflors to step beyond their solar system. Exceptionally attractive, sexually talented Polyflors of both genders bought passage on ships off world, paying for passage as indentured prostitutes- some working a circuit of brothels across the Western Spiral Arm, others as the elite, paid companion of planetary emperors.

Pleasuregiver Polyflor are extensively trained in xeno-anatomy and medicine, social interactions and the sexual fantasies of a dozen sentient species. Even those who have left their early life as a sex worker behind retain the social and romantic skills that took them to the stars.

Prerequistes: Polyflor species, Age 12+ or 15+ (depending on gender)

Skills: Choose two of the following as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks with that skill.

Bluff, Diplomacy, Disguise, Knowledge (art, behavioral sciences, current events, earth & life sciences, popular culture, streetwise), Perform (any), Profession (prostitute, cortesean, or similar), Sense Motive, Treat Injury. Or you may add a new Speak or Read/Write language selection.

Feats: Select any one of the following as a bonus feat: Creative, Gifts of Ecstasy, Planetary Adaptation, Renown, Starship Operations, Windfall.

Wealth Bonus Increase: +3

Reputation Bonus Increase: +1

Since the Polyflora are a genetically and socially diverse species, several subraces are presented. Players building a Polyflor hero may choose to play a member of a subrace, rather than a generic Polyflor hero. The subrace's racial traits, both positive and negative are an addition to the racial traits that all Polyflor, regardless of their planetary origin, share.

Polyflor Subrace: The Bloom

The Bloom are an amphibious Polyflor subrace from their home system's smaller habitable planet, having grown to dominate the coastlines and archipelagos of that world's southern continent. Early Bloom were mariners and explorers, responsible for developing the trade routes and social linkages that helped their world evolve from an isolated collection of tribal families into an industrialized world.

Bloom technologists were the first Polyflor to develop a space program- crude liquid fuel rockets capable of boosting early Bloom star travelers to their neighboring home worlds. Today, the Bloom have a near monopoly on starship export within the home system, and in accordance with Bloom design philosophy, most Polyflor vessels are flooded with a translucent, nutrient rich gel which absorbs kinetic energy and stellar radiation.

Appearance: Bloom Polyflora are adapted for aquatic life; their skins are covered in pale blue green algae, which have evolved in symbiosis with the plant-men, and which allows them to photosynthesize even when submerged.

A Bloom's cloak resembles a bed of tangled kelp; inflatable air sacs within the cloak give the Polyflor incredible buoyancy. Long, bioluminescent filaments trail behind the Bloom's cloak, and can be pulled erect in at a moment's notice, creating a spectacular, colorful display to frighten away aquatic predators.

Additional Racial Traits: +2 INT. Bloom are among the most intelligent and capable of all Polyflor sub-species, with an amazingly complete

educational system.

Speed: Bloom Polyflor are naturally amphibious creatures and have a Swim Speed of 30 ft. They receive a +8 racial bonus on Swim checks, and may always choose to take 10 or 20 on any Swim check, even when threatened.

Enhanced Senses: Bloom Polyflor can survive indefinitely in the lightless depths of the ocean, though like all Bloom, they prefer the warm, well lit waters just under the surface. A Bloom Polyflor receives *blind sense* with a 120 ft radius; this sonar like ability only functions when submerged.

Racial Weakness: Bloom Polyflor are even more prone to dehydration and heat stroke than other members of their species. Bloom Polyfloor suffer a –8 racial penalty on all FORT saves made to resist dehydration, thirst or extreme environmental heat.

In addition, each day the Polyflor remains in a dry hot climate (over 100 degrees Fahrenheit) the Bloom suffers a –1 morale penalty on all skill checks, attack rolls and saving throws.

Polyflor Subrace: The Creak

The Creak evolved in the dense, predator heavy northern forests of their home system's larger habitable planet. To survive, the Creak Polyflor developed two main survival adaptations: dense, cellulose armor, and an arboreal society built high in the world's treetops, where the suns are warm and bright and the predators few. Living at the roof of their world, Creak Polyflor became their race's first astronomers, and were the first to signal to their cousin Polyflors on the other home worlds, using mile long controlled burns and mammoth signaling mirrors.

Today, Creak Polyflor are among the most numerous races, and the Polyflora most commonly encountered off world. Creak technologists study with the best minds in the galaxy, and have been instrumental in pushing forward Polyflor evolution, as well as urbanizing their home system. Creek astrophysicists are studying various proposals to physically link the three home worlds, connecting the worlds with mega-structural scale tunnels and space bridges.

Appearance: Creak Polyflor are among the race's most heavily armored members. Their thick hides are covered with jagged cellulose plating, which juts from their shoulder and the crown of their skull like short, wooden antlers. Creak skin tone ranges from a deep mahogany to a soft orange, and a Creak's armored plating is always a few shades lighter than their skin.

Creak stand several inches taller than most other Polyflor, and their arms are strong and extraordinarily long.

Natural Armor (EX): The Polyflor's dense wood plating provides the creature with a +2 natural armor bonus to Defense. A Polyflor can wear additional armor, but it must be custom fitted to accommodate the plant-man's bulk and wooden hide. Increase the Purchase DC of any armor worn by the Creak Polyfloor by +2.

Racial Skills: Creak Polyfloors are arboreal creatures, and receive a +4 racial bonus on Climb checks. The Creak may always take 10 or 20 on a climb check, even when threatened. The Creak may use its DEX Modifier in place of its STR Modifier when climbing.

Creak culture still looks to the stars, and all Creak children are trained in navigation, astronomy and the secrets of the Polyflor's strange zodiac. Creak receive a +2 racial bonus on Knowedge: arcane lore, Knowledge: physical sciences and Navigate checks.

Racial Weaknesses: Creak Polyflor have no major racial weaknesses.

Polyflor Subrace: The Laurel

The Laurel are a night blooming Polyflor subrace; like the Creak they evolved on the largest home world, in the verdant rainforests covering that world's equatorial band. Laurel are one of the

largest, most culturally advanced Polyflor subrace: their massive empires, tracing the path of the rivers which wove through the jungle, were already old when the other Polyflor subspecies were just mastering fire and the wheel.

Over the centuries, Laurel dynasties have risen and fallen, but have always respected the innovations of the past. As a result, the Laurel are keepers of a planetary history stretching back more than 7,500 years. Modern Laurel are the financial giants and fashion-setters of Polyflora society.

Appearance: Laurel Polyflora have darker skin than most other Polyflors, with bodies some shade of bluish purple. Intricate spiraling birthmarks, usually some shade of yellow, white or orange, cover the entirety of a Laurel's lithe body.

Additional Racial Traits: +2 CHA. Laurel Polyflor are incredibly beautiful, and extremely self-assured, thanks to a lifetime of privilege and culture. Of all the prostitutes hired off world, Laurel pleasure givers are in the greatest demand.

Racial Feats: All Laurel Polyflor receive Educated and Windfall as racial bonus feats, due to the important role education and cultural awareness plays in their society, and the fact they are the 'old money' of Polyflor culture.

Enhanced Senses: Laurel Polyflor are nocturnal creatures and receive *lowlight vision.*

Racial Weaknesses: As nocturnal creatures, the Laurel suffer a –2 penalty on all attack rolls, skill checks and saving throws during daylight or under bright artificial illumination.

Polyflor Subrace: The Wreath

The Wreath are a desert dwelling Polyflor subspecies from the home system's single inhabitable moon. The Wreath are an evolved cacti-species, with bodies garlanded by tiny white flowers and short talon-thorns. Their minds are keen and precise, with prodigious memories and phenomenal internal discipline.

Once upon a time, Wreath aborigines believed that each Wreath-child was responsible for precisely reciting the history of a single portion of creation, and that if that memory was ever lost, so too was that fragment of the universe. Today, Wreath shamans are integrated into the wider Polyflora culture, serving as negotiators, mathematicians, and philosophers. Wreath technicians serve on virtually every Polyflor starship, and take a primary role in negotiations with other stellar races.

Appearance: Wreath Polyflora have soft, fleshy skins the color of pale sand, and their fleshy bodies are covered in pastel blooms and small, hooked thorns. Male Wreath have a dark brown or crimson band around their eyes.

Wreath tend to be slightly smaller and just slightly heavier than Polyflor norms.

Additional Racial Traits: +2 CON, +2 INT. Wreath are highly intelligent and equally resilient, with bodies and minds both tempered by the desert sun.

Racial Skills: As desert creatures, Wreath Polyflora receive a +2 racial bonus on Hide checks made in desert terrain, as well as on Survival checks made in arid environments.

Racial Feats: Due to their highly efficient metabolism, all Wreath Polyflor receive Endurance as a racial bonus feat.

Hydration (EX): Wreath Polyflor have cactus like bodies designed to maximize water storage and prevent dehydration. Unlike most Polyflora, Wreaths require no more water than a comparably sized human. In addition, a Wreath's fleshy, succulent body stores water for dry periods: a Wreath can go without drinking for a number of days equal to his or her CON score before needing to make FORT saves to resist dehydration.

Natural Weapons (EX): The small hooked thorns lining the Polyflor's body can be used as natural weapons, even if they are too small and fragile to do significant damage.

A Polyflor's punches and kicks inflict 1d4 + STR modifier points of slashing damage, and the Polyflor is always considered armed and proficient when attacking with his natural weapons. An opponent grappled by a Wreath Polyflor suffers 1d6 + STR modifier points of slashing damage per round of combat.

Racial Weaknesses: The same anatomical structures that have helped them rule the desert also impose biological limitations upon the Wreath.

Wreath Polyflora suffer a –4 racial penalty on FORT saves made to resist cold-based attacks, as well as extreme environmental cold. A Wreath is sluggish and slow moving in cold weather, suffering a –1 racial penalty and a –10 ft penalty to base land speed when in any arctic environment.

Wreath blood clots poorly, and the creatures can potentially suffer a lethal drop in fluids after an injury, as a result of their body's water-storage systems. If the Wreath suffers ballistic, slashing or piercing damage, the creature continues to bleed, losing 1 HP per round until the creature receives any amount of magical healing or is treated with a DC 10 Treat Injury check.

The Stonecutters

Large Monstrous Humanoid (Late Progress Level 7/ Early Progress Level 8)

The Stonecutter Merchantile Sphere stretches across half the Milky Way- their traders and missionaries have explored every star and planet in the Southern Spiral Arm. They are the rulers of our galaxy in all but name: the massive, yellow skinned humanoids are the driving economic and cultural force in the galaxy.

From their scorching desert home world of Kor, Stonecutter fleets carry coin and cargo across known space. Galactic travellers convert local currency to Stonecutter *talents*, a stable currency accepted on most galactic capitals. Stonecutter technologists and artists influence the technology and pop culture of a thousand worlds, and dream new futures for hundreds of sentient species.

Stonecutter missionaries bring Stonecutter traditions and ethos to all who will listen, and incorporate the best and wisest aspects of the new faiths they discover into Kor's ever-evolving, patchwork poly-faith, *the Always*. The vast Stonecutter armada patrols the outer darkness, protecting client worlds from Ejawfe war fleets and Nemesis Lifechain incursions.

Stonecutter ships are a common sight in Earth space- massive, blocky freighters shielded behind thick obsidian hulls. The Stonecutter Mercantile Council was one of the first stellar governments to open trade and scientific sharing agreements with Earth. Despite the economic losses Stonecutter traders suffered when the Abortion War erupted, the treaties have been profitable for both sides. Human society and technology has evolved faster than even the most optimistic Stonecutter investors could have hoped, and the rapidly changing, vibrant Earth culture is rapidly becoming as much an influence on galactic fashion as its patron species.

Stonecutter investors have reaped the rewards of Earth-trade a hundred time over, and as such there is no shortage of Stonecutter patrons willing to finance human out-colonies and investments. As a result of the free trade agreements between Earth and Kor, Stonecutters are one of the most numerous and prosperous alien immigrant groups on-planet. Stonecutter enclaves can be found in most major cities, and human-run businesses financed by Stonecutter investors half a galaxy away are common.

Appearance: Stonecutters are hulking, yellow skinned humanoids, standing between seven and nine feet tall. Stonecutters are walls of dense muscle, with hides the color of an old banana. Skintone can range from a pale wheat color to a dull brownish orange. Birthmarks and random blotchy patterns are common, with females tending to have more colorful, complex markings.

Stonecutters appear top-heavy and ponderous, with thick barrel chests and powerful arms in contrast to their almost comically short legs. Despite their unusual proportions and bulk, the creatures are suprisingly flexible and graceful. Stonecutter skulls are relatively large, and set low in the collarbones, giving these aliens a bullnecked appearance. Stone cutters have beady jet black eyes and thick, expressive lips. Stonecutter communication depends largely on facial expression.

Instead of a nose, a series of small holes under their tiny ears allow them to smell and breathe. With the exception of a few neatly woven braids or ponytails, Stonecutters are completely hairless. Stonecutter skulls are topped with short, blunt crests or ridges, with their small braids dangling from beneath their armored skull plates.

Reproduction: Despite some of their more unusual racial abilities, Stonecutters are dual-sexed, mammalian humanoids. The creatures reproduce sexually, and like humans, have no set mating season and enjoy sex for pleasure. Stonecutter pregnancies are usually 12-13 months long, and often result in multiple births, with fraternal twins or triplets being th the most common.

Names: Stonecutter names are simple two syllable sounds, with a cut off, guttural quality. Titles and honorific are an important part of Stonecutter culture, and are always included when speaking formally. Among close friends or family members, it is acceptable to omit the honorific.

Examples: Jod-sma, Captian of the Mercantile Sphere Cargohauler Obsidian Anvil ; Loktum, Priest of the Patchwork Always ; Reddic, Loyal Nanosculptor of the First Sunward Nation.

Size: Stonecutters are Size Large. Stonecutters have a base landspeed of 30 ft. Stonecutters stand between seven and nine feet tall, and the largest specimens weigh upwards of a half ton. There is no appreciable physical difference between male and female Stonecutters: to humans the catfish faced giants look monotonously similar.

As a Large creature, the Stonecutter can wield larger weapons than its human counterparts, and its lifting and carrying limits are double those of a medium creature. The Stonecutter receives a –1 size penalty on attack rolls and Defense, and a –4 size penalty to Hide checks. Conversely, the Stonecutter receives a +4 size bonus on grapple checks.

Ability Score Modifiers: +4 STR, -2 DEX, +2 CON. Stonecutteres are enormously strong, and robust, with well evolved internal structures, but their bulk limits their mobility.

Racial Skills: The Stonecutters are a highly educated race which places much emphasis on trade, artistic expression and missionary duties. All Stonecutters receive a +2 racial bonus on Knowledge: art, business and theology & philosophy checks.

Racial Feats: Stonecutter culture is a semi-socialistic, post scarcity economy, with the vast revenue from its off planet investments redistributed among all segments of the populace. All Stonecutters receive Windfall as a racial bonus feat, and most use this as seed money to start a financial empire of their own.

Controlflux (EX): Stonecutters have amazing voluntary muscular control. Their faces are capable of an amazing range of expression, and their rubbery bodies are likewise malleable.

As a full round action, the Stonecuttter can contract his body mass into himself, becoming a Medium-sized creature of equivalent weight and mass but only 6 to 6 ½ feet tall. While transformed, the Stonecutter is a smaller, harder to hit combatant and can enter tighter spaces and use smaller equipment comfortably.

The Stonecutter can maintain Medium size indefinitely, but relaxes into his larger state when he sleeps or is knocked unconscious. As this is a non-magical, physical change, the Stonecutter's gear does not change size.

Despite their bulky, elephantine appearance, the Stonecutter's hands are as delicate as a surgeon's. The Stonecutter can concentrate, using his extremely fine muscular control to shape the fleshy parts of his hands into crude but effective tools. As a full round action, the Stonecutter may shape his hands into an *Improvised Tool Kit* for virtually any skill which requires a kit to perform. As such, the Stonecutter usually suffers only a –2 penalty for working without proper tools rather than –4, since his flexible hands become the necessary tools.

Fluxhide (EX): Stonecutter skin resembles dense rubber or heavy leather armor, and is as durable as ballistic cloth. The malleable hide deforms instantly and painlessly in response to blunt trauma.

All Stonecutters receive Damage Resistance 10/- against non-magical Bludgeoning damage. This Damage Reduction stacks with DR from other sources when applied against blunt force trauma, including Tough Hero class levels and various spells and feats.

Racial Weaknesses: Though powerful and prosperous, Stonecutter biology imposes limits on these golden-skinned behemoths.

As creatures adapted to life in a burning desert, Stonecutters suffer a –4 racial penalty on

FORT Saves made to resist extreme environmental cold or cold-based attacks. Though Stonecutters can survive in temperature zones set for humans without complaint, most find Earth a little too cool and damp for their liking, and keep their own quarters and embassies heated to a sweltering, Saharan extreme.

Stonecutter language and society places a great deal of emphasis on facial expressions and the sublimes of body language, and these creatures are uncomfortable around less expressive species. The Stonecutter suffers a –2 racial penalty on Diplomacy and Sense Motive checks if he or she cannot clearly see the face of the person or persons he is negotiating with.

Stonecutter diplomats prefer face-to-face negotiations (though they will accept high-resolution video conferencing if there is no other alternative), and in accordance with Stonecutter tradition, often negotiate in the nude, so all parties involved can easily study their body language and involuntary movements.

Stone Cutter Cultural Touchstones: Feats and Starting Occupations

All Stonecutters may select any of the following unique racial feats. Stonecutters raised among the Mercantile Sphere worlds, as well as a handful of client species may select from the following new starting occupations, in addition to the occupations *in D20 Modern, D20 Future* and the *Otherverse America* campaign setting.

Fosterling

Stonecutter merchant houses accept foster-children from a myriad of client species. These fosterlings are raised on Kor, among Stonecutter families for several years before being returned to the planet of their birth, hopefully to open extensive trade relations between Kor and that world. Fosterlings gain an intimate understanding of Stonecutter culture and commerce.

Prerequisite: Age 15+, any non-Stonecutter species

Skills: Choose two of the following as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks with that skill. All Fosterlings can read, write and speak the Stonecutter language, in addition to their native language.

Computer Use, Diplomacy, Gather Information, Knowledge (art, business, civics, technology), Pilot, Survival

Or select a new Speak or Read/Write language selection.

Feats: Choose one of the following: Cultural Versatility, Diversity of Experience, Educated, Gear Head, Guide, Out-Colonist, Trustworthy, Windfall

Wealth Bonus Increase: +3

Reputation Bonus Increase: +0

Stellar Missionary

The Stonecutters have spread their faith to every corner of the galaxy; a large part of their success is their faith's ability to incorporate new elements from newly discovered worlds. The Stonecutter clerics refer to their polytheistic faith as *the Always*; a central core of universal truths that are unchanging but are in constant flux as new information, new gods and new revelations are incorporated into the patchwork faith.

Stonecutter missionaries are experienced diplomats and scholars, and often take the lead during first contact scenarios.

Prerequistes: Stonecutter species, Age 40+, WIS 13+

Preselected Feat: A Stonecutter Stellar Missionary must select the Anointed Cleric feat at first level.

Skills: Choose two of the following as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks with that skill.

Computer Use, Concentration, Decipher Script, Knowledge (art, behavioral sciences, civics, technology, theology & philosophy), Navigate, Perform (act, sing), Pilot, Sense Motive. Or add a new Speak or Read/Write language selection.

Feats: Select one of the following as a

bonus feat: Cultural Versatility, Educated, Elite Clearance, Many Tongues, Studious, Spacer, Starship Operation, Trustworthy, Zero-G Training

Wealth Bonus Increase: +2

Reputation Bonus Increase: +2

New Affiliation: Anvil Financial Group

Earth Incorporation Year: 2063

Corporate Motto: Two worlds united.

The Anvil Financial Group is the largest and wealthiest non-Terran mega-corporation on Earth. Incorporated under Earth law during the early 2060, the Anvil Financial Group is a coalition of Stonecutter investors who use the vast resources of their species' interstellar trading consortium to dominate Earth's promising new markets. Anvil Financial dominates the interstellar shipping and xeno-tech industries. The Anvil Group trades Stonecutter technology for Earth's cultural exports, raw materials and land. The Financial Group is a major lender, offering start up capitol to human-ran businesses, as well as lending to Stonecutters born on Earth.

The Anvil Financial Group is one of the leading advocates for global trade, pushing the world's government to end protective tariffs and legal impediments to international and interplanetary trade. The alien megacorp is a familiar target for anti-capitalist and anti-globalization protesters, and spends billions of dollars annually on humanitarian causes or humanitarian tech donations to offset the negative press.

Affiliation Prerequistes: Speak and Read/Write Stonecutter, Knowledge: business 8 ranks, Knowledge: civics 6 ranks, Knowledge: technology 4 ranks.

Affiliation Benefit: Earth based members of the Anvil Financial Group can purchase technology and weapons from Progress Level Eight with only +2 Purchase DC modifier, thanks to the advanced technology provided by their Stonecutter backers. You only receive this benefit when making purchases through the Financial Group or it's approved trading partners.

Normally, for a PL 7 society like Otherverse America, technology from PL 8 would have a +5 Purchase DC modifier, if it is available at all.

The following feats are common among Stonecutters.

Bonded Tracker (General)

Like many young Stonecutters, you choose to become genetically and spiritually bound to a *krenshar*, a fearsome, panther like predator native to Kor. The ritual is a relic of Kor's primitive past, when Stonecutter hunters were dependant on their life bound cats for survival.

Prerequsite: Track, Stonecutter species

Benefit: You gain a *Krenshar* as a sort of familiar. You are bound to your krenshar partner using advanced genetic alteration, allowing you to command the creature wordlessly, and increasing the animal's intelligence. The Krenshar is described at the end of this section.

Your Krenshar familiar gains abilities as a mage of your total character level. If your krenshar is slain, you must make a DC 15 FORT save. Failure indicates you lose 200 XP per character level, as a result of the trauma of your Krenshar familiar's demise. Success means you only lose half that amount. A slain or dismissed familiar cannot be replaced until you gain a level.

A slain Krenshar can be raised from the dead, just as a character can be, and does not lose a level or Constitution point when this happy occasion occurs. If a character restores life to a slain familiar before 24 hours elapses, he can recover half the XP lost as a result of the creature's death.

A Krenshar familiar grants its master a +3 bonus on Intimidate checks.

Internal Control (General)

You are a member of the Stonecutter military caste, and have evolved internal defenses to keep you alive on the battlefield. You can use your inborn muscular control and malleable internal organs to prevent injury by moving internal targets out of danger.

Prerequsites: CON 13+, Stonecutter species

Benefit: A number of times per day equal to your CON modifier (minimum once daily), you

may shift your internal organs slightly in hopes of avoiding lethal injuries. In doing so, you force your opponent to reroll the damage inflicted. You must accept the result of the second roll, even if it is worse then the first roll. Doing so is an instant action, made in response to danger.

Intelligent Scalpels (General)

You are an exceptionally deadly shift-soldier, and are capable of instantly reshaping the configuration of your natural weapons to inflict maximum damage.

Prerequsite: Warlimb, Combat Expertise, Stonecutter species

Benefit: You take semi-conscious control over the organic blades jutting from your warlimbs, changing your weapon's shape to take advantage of battlefield opportunities. When fighting with your warlimb, you may add your INT modifier as a bonus on attack and damage rolls, as well as on disarm attempts made with the Warlimb.

Special: A Neo-Witch Midwife with a functional Obstertrix Nanonics cyberlimb may select this feat, regardless of her species. She does not need to possess the Warlimb feat. The Covenant used Stonecutter marital arts as the basis for several of their combat styles, and incorporated this tactic.

Stonecutter Goliath (General)

You are even more massively built than other Stonecutters. You tower over most humanoids, standing nearly 12 feet tall, and weighing over a ton. Typically, only the healthiest, most respected Stonecutters ever attain this size, and the giant creatures are considered paragons of beauty among their own kind.

Prerequsites: STR 15+, CON 15+, Stonecutter species

Benefit: As a Huge creature, the Stonecutter Goliath can wield larger weapons than its human counterparts, and its lifting and carrying limits are triple those of a medium creature. The Stonecutter

receives a –2 size penalty on attack rolls and Defense, and a –8 size penalty to Hide checks. Conversely, the Stonecutter receives a +8 size bonus on grapple checks.

Stonecutter Goliaths receive a +2 bonus on all CHA based skill checks made against smaller Stonecutters. As a full round action, a Stonecutter Goliath may use its Controlflux racial ability to assume either Size Medium or Size Large. The Goliath returns to Size Huge when sleeping or unconscious.

Tradeblooded (General)

Stonecutter merchants and missionaries are common in every galactic port of call, and brief liaisons during shore-leave are common. Stonecutter DNA is as flexible and mutable as Stonecutter flesh, allowing the goliaths to inter-breed with virtually any humanoid species. You are the offspring of a liaison between a Stonecutter visitor and your non-Stonecutter parent.

Prerequistes: character level first, non-Stonecutter species

Benefit: You are a Stonecutter hybrid. As such you are larger and more powerfully built than other members of your species, with features that echo your Stonecutter ancestor: rubbery skin with a yellowish cast, large, obsidian eyes, thick lips and cranial armor.

Your half-Stonecutter features make you an effective negotiator with the merchant-aliens. You receive a +4 racial bonus on all CHA based skill checks made against any Stonecutter or Tradeblooded humanoid.

Your skin is dense and rubbery, and you gain DR 5/- against all non-magical Bludgeoning damage. This Damage Reduction stacks with DR from other sources, when applied against blunt force trauma, including Tough Hero class levels and various spells and feats.

Drawback: You suffer a –4 racial penalty on Disguise checks made to pass for a normal, unmodified member of your species.

Warlimb (General)

You are a Stonecutter warrior, and you have the inborn ability use your natural morphic gifts to transform your arms into deadly, razor edged war clubs.

Prerequisite: Stonecutter species

Benefit: As a standard action, usable at will, you can transform one or both of your hands into deadly weapons. Your transformed limbs resemble heavy maces, studded with bone spurs and dense knots of cartridge. Half the war limbs damage is slashing, half is bludgeoning.

- A medium warlimb inflicts 1d8 + STR modifier points of damage.
- A large warlimb inflicts 2d6 + STR modifier points of damage.
- A huge warlimb inflicts 2d10 + STR

modifier points of damage.

While transformed, your hands become useless. You cannot hold objects or weapons in your hands, or preform any task requiring fine manipulation.

A warlimb cannot be sundered or disarmed. You are considered armed and proficient when attacking with your warlimb.

Krenshar (CR 1)
Medium Animal (alien)
Init +2; **Senses** Darkvision 60 ft, Lowlight vision, Scent **Aura** none
Languages none

AC 15, **touch** 12, **flat-footed** 13
hp 2d8 (8 hp**Fort** +3, **Ref** +5, **Will** +1

Speed 40 ft
Melee +2
Melee Space 5 ft x 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +2
Atk Options bite +2 melee (1d6) and 2 claws +0 melee (1d4) or scare
Special Actions: Scare (WILL DC 12 or be *shaken* for 1d6 rounds)

Abilities STR 11, DEX 14, CON 11, INT 5, WIS 12 CHA 13
SQ Darkvision 60 ft, Lowlight vision, Scent
Feats Multiattack, Track
Skills Hide +4, Jump +9, Listen +3, Move Silently +6
Possessions None

The Krenshar are a cat-like predatory species native to the desert world of Kor. These muscular, six legged felines are roughly the size and bulk of an earth bobcat, but are fearsome predators despite their relatively small size. Like the Stonecutters they share their world with, these felines have rubbery, orange-red skin and great muscular control.

As a threat display, and in a quest to attract mates, a Krenshar can retract the skin lining its wedge-shaped skull, leaving bone and muscle terrifyingly exposed. Krenshar hunters use this tactic to scare prey into the waiting arms of other krenshars, or to drive prey headlong over a cliff.

Krenshar are highly intelligent ambush predators, about as smart as a young child and are often kept as beloved pets by Stonecutters of all ages and social standing. Domesticated Krenshar are playful and affectionate, and are welcome virtually everywhere on Kor. Stonecutters rarely go anywhere without their Krenshar partners, and deep space is no exception. Most spaceports wanting Stonecutter business are forced to accommodate the fearsome big cats.

Scare (EX): As a standard action, a krenshar can pull the rubbery skin back from its head, revealing the musculature and bony structures of its skull. This alone is usually sufficient to scare away foes (treat as an Intimidate check with a +3 bonus).

Combining this scare ability with a loud screech produces an unsettling effect that causes any creatures within 30 ft of the krenshar with 4 or fewer HD or levels to become *shaken* for 1d6 rounds. Victims must be able to clearly see and hear the krenshar's threat display. (WILL DC 12 negates).

A creature that successfully saves cannot be affected again by the same krenshar's scare ability for 24 hours. The shriek does not affect other krenshars, nor any Stonecutter bound to a krenshar familiar. This is a non-magical, mind-influencing effect.

Skills: Krenshars have a +4 racial bonus on Jump and Move Silently checks.

The Thrayce

Medium Humanoids (Psionic)
(Late Progress Level 4)

The Thrayce are a race of reptilian-evolved humanoids hailing from a single humid world in the Moy-Sirelli system, roughly 450 lightyears from Earth. With a technological level similar to Earth's at the dawn of the 20th Century, the Thrayce entered the galactic neighborhood as scattered refugees, fleeing from a world undergoing a planetary revolution that has already killed millions. Stonecutter missionaries, human medics and UN xeno-rights workers have space-lifted whole Thrayce bloodlines off planet, resettling the reptilians on any world that will accept them.

The Thrayce home world had been ruled by aristocratic, insular imperial clans for more than three millennia. The vast Thrayce underclass rose up just a few decades ago, staging a violent military coup that overthrew the planetary government and pledged the home world into planetary civil war. As revolutionary fervor took hold, and elegatarian ideals turned bloody: most imperial families were tortured and executed to the last member.

Soon, any Thray with ties to the deposed regime- no matter how minor or innocent- faced the headman's blades, and the war devolved into chaotic, sectarian violence. Thrayce culture vanished beneath the violence of war- the few Thray who were able left the planet en masse. Most couldn't escape, and conservative estimates place the casualties at roughly three billion.

Most xeno-anthropologists believe that recognizable Thray culture will be extinct within two generations, and that most of the refugees will be forced to assimilate into the cultures of their new home worlds.

Appearance: Thrayce are a humanoid race that blends reptilian and mammalian traits. Like true reptiles, their hairless, sleek bodies are covered with a fine layer of scales. Though their core body temperature is influenced by the ambient temperature the aliens do have a relatively fast, hot-running metabolism, and they can regulate their body temperature internally, at least to a limited degree. Additionally, Thray bear live young and nurse like a true mammal.

Thrayce of both genders stand roughly as tall as a slightly built human. Their scales vary in color according to the alien's racial heritage: most common born Thray have some brown, orange, yellow or bronze scales. Thray hailing from the deposed religious caste have reddish or violet scales, while Thray from an imperial bloodline are albinos. These rare Thray have milk white scales and pink and crimson eyes.

The Thray skull is slightly smaller than a human's and most Thray have large, round eyes. The creatures lack noses, with only two small nostrils visible above their mouth. Like a snake, a Thray can dislocate its jaw when swallowing large pieces of food, and the creatures have retractable fangs which deliver a debilitating neuro toxin.

Female Thray have a short frill of skin running from their temples to the base of their jaw. A Female Thray can raise her frills with a muscular contraction, inflating a mating display reminiscent of a cobra's hood. The inner lining of the hood is usually brightly colored, and most female Thray tattoo intricate markings on the inner walls of their mating hood.

Reproduction: Thray reproduce more like mammals than true reptiles. Thray give birth to live young, and nurse their offspring. A Thrayce pregnancy typically lasts 7-8 earth months, timed to the seasonal cycles of their world, to ensure the child is born just as summer comes round again. Thray mothers typically give birth to single offsprings. For some reason, twins are virtually unknown, but triplet births are relatively common.

Though Thray enjoy sex for pleasure year-round, they do have a set mating season. Thrayce females will only conceive during the summer months, when the temperature tops 90 degrees F. In colder climates, the Thrayce become listless and depressed, and their sex drive fades.

Names: Thray names are long, complex and polysyllabic. Depending on the race and caste the Thray hails from, he or she appends one of a finite list of syllables to the end of their name. In the post-revolution era, many free Thray simply append the suffix "Equal" to their name, rather than one of the older, caste based names.

Male Names: Cetit, Ilit, Samat, Ravit, Wanit

Female Names: Dormisa, Esqua, Fesara, Supalia, Tymosa

Caste Suffixes: 'a 'el , 'shu, 'yo, 'yu (common/under class suffixes)

'mel, 'tum 'sin, 'zi (priestly caste)

'ii , 'ifi, 'go, 'ko, 'par, 'tyn (Imperial bloodlines)

Example Name Constructions: Ilit the Equal, Dromisia'el, Fesara'mel, Cetit'ii

Spot Check DC: DC 10. Thrayce can pass for a humanoid with a few changes of wardrobe or by keeping to the shadows.

Size: Thray are Medium sized creatures. As Medium creatures, they have no special bonuses or penalties due to their size. Their base land speed is 30 ft.

Thrayce stand roughly as tall as a petite human and have similar builds. Most Thray stand between 5' and 5' 8" tall, and weigh between 90 and 160 lbs.

Ability Score Modifiers: +2 DEX. Thrayce are lithe and agile. Their joints and tendons are slightly more flexible than a comparably sized human.

Racial Skills: As natural empaths, Thray receive a +2 racial bonus on Sense Motive checks, as well as Spot checks made to penetrate a disguise or detect a forgery.

Snake Bite (EX): Thanks to their reptilian heritage, all Thray possess a deadly, natural weapon. The Thray may bite without penalty, and without provoking attacks of opportunity. Thrayce are always considered armed and proficient when biting.

A Medium sized Thray's bite inflicts 1d8 points of slashing damage, and can potentially inject a deadly venom.

The Thray's venom glands produce just enough venom each day that the alien's first few bites are envenomed; the rest deal only 1d8 points of bite damage and are not toxic. The Thray's venom glands produce enough toxin to inject toxin a number of times equal to the alien's CON modifier (minimum once daily).

The Thray cannot choose to bite without injecting venom when it's venom glands are full. Thray can 'milk' their venom glands harmlessly-doing so requires only a few minutes of effort. Once milked, a Thray's venom loses potency in a matter of minutes unless sealed in an airtight container soon after it is spilled.

The toxin's initial and secondary damage is 1d6 STR. The FORT Save DC is equal to 10 + the Thray's CON modifier.

Superficial Mindlink (SU): Thray are an empathic species. For generations, Imperial born secret police used their psionic gifts to ferret out spies and probe for treasonous thoughts.

Today, the Thray revolutionaries use their psi-empathy to savor the terror of their one-time oppressors as they kneel before the executioner, or to find work and survive in refugee camps on worlds far more high-tech then they are ready to deal with.

All Thrayce receive the Superficial Mindlink Psionic Precursor feat, even if they do not meet the prerequisites. Thray have a higher incidence of psionics and neural mutation than humans. These aliens have the Psionic subtype and may freely select Psionic Precursor and Psionic Feats (detailed fully in the *Psi-Watch campaign setting*).

The Thrayce can detect a creature's surface thoughts. The amount of information revealed depends on how long the Thray studies a particular area or subject. The alien may manifest this ability at will, and maintain the scan for up to one minute per point of WIS modifier (minimum one minute). Manifesting this ability is a standard action, and you must rest at least one minute between activation of this talent.

- **First round of the scan:** Reveals the presence or absence of thinking minds (from conscious creatures with an INT score of 1 or higher) within a 60 ft cone emmanating from you. You do not pinpoint scanned creatures or know their exact location.
- **Second round of the scan:** You know the number of sentient creatures (INT score of 5+) and the INT score of any creature within your scanning range.
- **Third round of the scan:** You detect the surface thoughts of any mind within the area. The subject can attempt a WILL Save (DC 12 + your WIS modifier) to avoid having its thoughts read. Animals and similar low intellect creatures have simple, instinctual drives you can pick up.

If the subject succeeds on a WILL save, the Thray must manifest this ability again to have another chance. Each round the Thray concentrate on maintaining the scan, it can scan another 60 ft cone. The power can penetrate barriers, but may be stopped by 1 ft of stone, 1 foot of common metal, a thin lead sheet, or 3 ft of wood or dirt.

Racial Weaknesses: Thray do not handle temperature changes well, and are uncomfortable outside a narrow temperature range.

The Thray suffers a –2 racial penalty on all FORT Saves made to resist extreme environmental heat or cold. In addition, Thray suffer a –1 morale penalty in all saves, skill checks and attack rolls when in an extremely hot or cold environment for long periods of time.

Thrayce Cultural Touchstones: Feats

The following racial feats are available to all Thray characters.

Evangalist Caste (Psionic Precursor)

You are a member of the Thrayce religious caste, marked by the wine-colored scales common to those of your bloodline. Unlike the clerics of other worlds, Thray priests focus less on a connection to the divine, drawing instead on their natural empathic gifts. Thray clerics are a mix of psychologist, advisor and social engineer, and were the intellectual power behind the throne in pre-revolution days.

Prerequsites: Thray species, WIS 13+ Sense Motive 4 ranks, Knowledge: behavioral sciences or theology & philosophy 1 rank,

Benefit: Your natural empathic gifts and keen understanding of Thray psychology makes you a natural leader among your own kind. You may apply your WIS modifier as a competence bonus on all Knowledge: behavioral science or theology & philosophy checks made against or concerning Thray, as well as all CHA based skill checks made against other Thray.

If you possess the squad leadership feat, you may add your WIS modifier as a bonus to your effective character level for the purposes of the feat. You may only do so when recruiting Thrayce followers and cohorts.

Imperial Heritage (General)

You are the child of the deposed Thray imperial court, a noble without a country. Your milk white scales and the tattooed badges of rulership covering your breasts and hands mark your heritage.

Prerequistes: Thray species, CHA 13+

Benefit: You are a member of the deposed Thray nobility. Though your grand house is in ruins and your empire is fallen, you still command a vestige of the wealth and power you once shared.

You receive a +2 racial bonus on Intimidate and Gather Information checks made against or concerning other Thray- the imperial court ruled by fear, blackmail, torture and through the auspices of its feared secret police force. You receive a +1 increase to your Wealth bonus- though the empire fell, you managed to smuggle out a few treasures that allow you to live in relative luxury, even in exile.

Finally, a number of times per day equal to your CHA modifier (minimum once daily), you may either speak a *Command*, as an acolyte of your total character level to any low-born Thray, or use the *Charm Person* power, as a telepath of your total character level against any low-born Thray. Neither of these minor psionic talents can affect any Thray with the Imperial Heritage feat.

Old Ways Executioner (General)

During Imperial rule, traitors, seditionists and noble born criminals were allowed the merciful honor of being painlessly executed by the neuro toxic bite of a specially bred executioner. These lethal mutations are the product of generations of selective mutation and controlled breeding, allowing the once noble profession of executioner to be passed down along family lines. In the post-revolution era, execution by venom has fallen out of favor, and the condemned, regardless of their social standing, die by the sword.

Prerequisite: Thray species, CON 13+

Benefit: Through a series of selective mutations, your natural venom becomes far more deadly than normal. When you bite any non-Thray, your venom's initial damage is 1d6 CON and secondary damage is 2d4 CON.

When biting a Thray, your specially mutated venom is even deadlier. Initial and secondary damage is 2d8 CON, and the initial bite causes unconsciousness for 1d6 hours on a failed save.

Normal: The initial and secondary damage of your venom is 1d4 points of STR damage.

Revolutionary Fervor (General)

You have been swept up in the struggle against the bloated, and decadent Thray nobility. You strike hardest against the wealthy, punishing them for their greed, selfishness, social irrelevance and conspicuous consumption.

Prerequisite: Aligned Zealot

Benefit: You gain the ability to damage a target in proportion to his or her wealth. By spending an action point, and declaring a specific target whose wealth and social status is known to you, you gain a bonus on all damage rolls (including ranged, magical and psionic damage) equal to the number of points the target's Wealth bonus exceeds +5.

Thus, if you are attacking a businessman with a +10 wealth bonus, you would inflict +5 points of damage with every attack. This feat has no effect on any creature whose current wealth bonus is +5 or lower, nor against any creature you do not know the social standing of.

This enhancement lasts until the end of the encounter.

Toughened Flesh (General)

Your heavily scarred flesh is a roadmap of old scars and badly healed burns, and is as tough (and ugly) as rhino hide. Thray revolutionaries often select this feat, scarring their bodies and hardening their scales through agonizing tempering by fire, utterly rejecting the imperial court's standard of beauty.

Prerequsite: Toughness

Benefit: You may trade physical beauty for strength. For each –2 penalty you suffer to Charisma, you recieve a cumulative +1 natural armor bonus to Defense. You can choose to reduce your Charisma by any amount (up to the maximum) when you first take this feat. Later, you may choose to inflict additional scars on yourself, lowering your CHA farther and increasing your natural armor.

Scarification inflicts 3d6 points of damage, and requires at least 8 hours. The CHA penalty takes effect immediately, and the natural armor bonus increase occurs after the damage from the scarification is fully healed.

Limitation: You may sacrifice a maximum of 8 points of CHA, in order to recieve a maximum +4 natural armor bonus.

Undercaste Evolution (General)

You are a member of the Thray species' largest social order – an underclass of peasants, craftsmen, merchants, child laborers and city born professionals. The revolution that overthrew the old order drew its members from this large dissatisfied caste.

Prerequisite: Thray species, Endurance, Profession (any) 4 ranks

Benefit: Your body has adapted itself to a life of toil and near starvation. You metabolism is highly efficient, and you require approximately ¼ the food and water of a similarly sized human.

You receive a +2 racial bonus on your STR score, making you significantly hardier and harder working than others of your species.

Finally, you receive either a +2 racial bonus on any two Profession skills of choice, or a +4 racial bonus on any single Profession skill of choice.

Venom Spitter (General)

Your natural venom is more potent than normal, and thanks to a minor mutation in the structure of your fangs, you can spit a line of venom like a king cobra.

Prerequisite: Thray species, CON 13+

Benefit: Your venom glands produce much more toxin than normal. You produce enough venom for a number of toxic bites equal to your CON score per day. In addition to biting a foe, you may spit a line of venom as a ranged touch attack with a 30 ft maximum range. Spitting venom is a standard attack action.

The FORT Save DC of your natural venom is increased by +2.

Normal: Your venom glands only produce enough toxin for a number of toxic bites equal to your CON modifier per day.

Table: Galactic Landmarks of the Northern Spiral Arm and Galactic Scar				
Species	Progress Level	Home World	Distance From Earth	Galactic Position
The Cavepainters	PL 1	F. Hamilton (asteroid)	More than 66,000 light years	Northern Spiral Arm
Ejawfe	PL 6	Ejawin	More than 87,000 light years	Galactic Scar, past Northern edge of the Milky Way
The Jigsaw	PL 8	Swann-032	More than 83,000 light years	Galactic Scar, past Northern edge of the Milky Way
The Learning Flux	PL 2	Victorian VII	More than 72,000 light years	Outer Galactic Scar, past Northern edge of the Milky Way

The Galactic Scar

The Ejawfe and the Jigsaw *(as well as the Blooded Ghosts from the Psi-Watch campaign option)* hail from the Galactic Scar, an intergalactic landmark justifiably feared by all star faring cultures. The Galactic Scar is a thousand-parsec long radioactive death zone several light-centuries from the farthest northern edge of the Milky Way Galaxy.

The Galactic Scar was formed by a cosmic accident: the M-442 and Evangel galaxies spun too close together and their massive gravities pulled them together. A slow collision lasting nearly 52 million years has torn the two galaxies apart.

Stars have gone nova in record numbers, excited by the unleashed energy of the scar. Whole stellar empires were wiped away in a matter of years, and tens of millions of habited solar systems died. Where once there were two thriving galaxies, now there is only dust and lethal particle storms. Very few things live in the Scar today, and those creatures that do are some of the most dangerous predators the universe has ever known.

Most astronauts fear journeying through the Scar almost as much as they fear journeying through the wilds of Phallus Space.

The Galactic Scar is visible to Earth-based telescopes, a smear of purplish-white light that extends for several thousand light years. It is visible to the naked eye as a slightly larger, irregularly shaped star, though an optical telescope is necessary to pick out fine details.

Travel Through the Scar

The Scar is a radioactive hell, though the atmospheres of some of its surviving worlds protect the inhabitants somewhat. The entirety of space in the Scar is considered heavily irradiated. Communications within the Scar are choppy and shot with static; ambient noise and background radiation blind most conventional sensors.

The DC of all Computer Use checks made to establish or maintain communications; Pilot and Navigate checks, which rely on sensors and waypoint beacons, are increased by +2d6 while within the Scar.

"Region of Restless Ghosts"

The Galactic Scar is a fundamentally unstable region of space. Ghostly planets appear on long range scans, providing a glimpse of the Scar's strange history before fading. High-end electromagnetic signals drift through the void, giving word to the last thoughts of the uncounted dead. Travelers report seeing long dead xeno-creatures walking silently though the hulls of their starships, and tell tales of spectral starships or shadowy, surreal inhabited worlds like something out of a nightmare.

The psychological effects of the Scar are nearly identical to ITF trauma, leading some astrophysicists to speculate that the collision of the two galaxies has ripped a hole into the ITF Corridor, projecting an impossibly vast region of real-space into the alternate dimension. Parapsychologists speculate that the sheer weight of death in the Scar have warped the laws of physics, rendering the fabric of space/time as malleable as taffy.

Visitors to the Galactic Scar suffer a –2 penalty on WILL Saves made to resist the psychological trauma of ITF Travel.

The Museums

More interestingly, travelers through the scar might encounter Museums. Museums are ghostly images of destroyed planets and cultures. Bubbling out of reality and filling the void with ancient signals, a Museum world remains in our reality for only 1d6 days before fading back into non-existence.

These long dead worlds appear as colossal holograms, showing life as it was in the Scar millions of years ago, before the devastation. Their communication signals are perceptible, but while the ghostly planets and solar systems appear on long range sensor systems but have no physical reality. Effectively, these ghostly worlds lurk on the Ethereal plane.

Dimensional travelers who can enter the Ethereal can physically land on one of the Museum worlds. The inhabitants of the Museum world will interact normally with the visitors. If alerted to the impending destruction of their worlds, the citizens of the Museum may attempt to flee the planet; their ghostly starships vanish at the same time the Museum does, no matter how far the ghostly creature is from his shadowy world.

A visitor to the Scar can encounter the same Museum multiple times; the Museum-world's inhabitants have no recollection of a visitor's interactions with a previous manifestation. Many famous Museums appear and disappear on a regular schedule. It requires a DC 25 Navigation or DC 30 Knowledge: arcane lore check to find a well-documented Museum or predict its next manifestation.

Saving the Dead

Spacers tell stories of doomed romances, of living spacers who found a way to make landfall on a Museum only to fall in love with one of the ghost-world's doomed maidens. There's Bounder drinking songs on the subject that leave listeners cryin' in their beer, no matter what their species. The science minded Jigsaw have filled their xeno-archeology servers with millions of hours of footage of long vanished worlds. The Lifer idol singer, Strangelet, sings a poppy dance-ballad about a saving babies and finding love on a ghostly heaven.

It's possible to rescue a ghostly inhabitant of a Museum, snatching that soul from the past- from the realm of death- and pulling them into the current time/space through sheer willpower. Once freed from the Museum, the ghost will no longer appear in future manifestations of the Museum. The inhabitants of that Museum do not seem to notice the disappearance of one of their own.

In order to 'rescue' a ghost from the Museum, living creatures must sacrifice some of their life energy to bring the ghost into the current universe. Doing so is a full round action. In order to stabilize

the ghost, a living creature must touch the ghost and sacrifice a portion of its soul, in the form of either action points or points of Constitution. The donor can choose how many action points or points of CON drain to suffer. If the donor sacrifices CON, he or she must succeed at a FORT Save DC 15 to recover the lost ability points. Failure indicates the ability score loss is permanent drain.

To stabilize a ghost, the ghostly creature must receive a number of action points equal to ½ its total character level or Hit Dice, and drain a number of Constitution points equal to ¼ its total character level or HD. Thus an 8th level Fast Hero from a Museum world would require a sacrifice of 4 action points and 2 points of Constitution drain to become real and tangible again.

This sacrifice can be performed by multiple donors, over the course of several days, but must be completed before the Museum and its inhabitants fade away. No form of magical or psionic compulsion can compel a donor to complete the sacrifice against his will.

Once a ghostly creature is 'rescued' from the Museum, it becomes a (mostly) normal living creature of the type and kind it was during life. Any gear it was carrying or wearing during the Museum manifestation come into reality with it. The once-ghostly creature retains its memories of its previous mortal incarnation, up to the moment it was freed from the Museum.

The Scar's ghostly planets offer a way for Otherverse star-travelers to interact with mysterious, long-lost planets and confront ghosts, wraiths, shadows and other exotic undead not typically encountered during the campaign. Characters saved from the Museums can become important NPCs or player characters; in addition to ancient versions of Otherverse species, players can use the Scar as an excuse to introduce an incredibly diverse array of cast members to the campaign.

Characters rescued from a Museum gain the following racial bonus feat. This is the only way to obtain the Reborn Ghost feat.

Reborn Ghost (General or Psionic Precursor)

You are a time-lost inhabitant of the Galactic Scar, a ghost from a Museum world who has been pulled into the current space/time stream.

Benefit: Your experiences as a Museum ghost have grants you a +2 racial bonus on all Navigation checks made in the Galactic Scar, as well as a +4 bonus on Knowledge: history and theology & philosophy checks made concerning the Galactic Scar and its inhabitants.

Once per day, you can return to a semi-ghostly state. As a free action, you may become *ethereal* for up to two rounds. You may activate this ability at any time, even on another character's turn, allowing you to evade attacks and hazards.

Your once-ghostly nature has left you immune to fear, including psionic or magical fear effects. You may automatically sense the presence of and general direction to other creatures with this feat within a 100 mile radius.

The Cavepainters

Large Aberration (Mid PL 1)

The Cavepainters are a newly discovered culture, a primitive society which has evolved in the galaxy's Northern Spiral Arm. Xeno-anthropologists speculate that Cavepainter sentience has only evolved within the last 10,000 years and their culture resembles Earth's early Neolithic period.

The Cavepainter home world is the oxygenated asteroid *F. Hamilton*, a massive rock with an equatorial diameter nearly matching Earth's. Cavepainter clans hide deep within the rock, protected from stellar radiation and micrometeorite shrapnel by miles-deep tunnels.

The aliens were discovered by accident, when a routine mining expedition discovered life-supporting gasses clinging to the desolate rock. When a Terran first contact mission was finally mobilized, they were shocked to discover the extent to which the 'Painters had colonized the deep

tunnels. The subterranean maze was packed with densely populated warrens, every available inch of bare rock covered in intricate, acid-etched designs – records of births, deaths, wars and hunts, not to mention stunningly accurate celestial calendars.

The excellence of the alien's artwork, and their almost instinctive drive to create gave the species its name, and secured its place in galactic trade. Cavepainter sculpture and design templates decorate the homes of multimillionaires on a hundred worlds; the few Cavepainters who have left their home world are usually hired artists, crossing the stars to finish a particularly pricey commission.

It's doubtful that indigenous Cavepainter society can survive the onslaught of alien memes and traded-for ultra-technology.

Appearance: The Cavepainters are a semi quadrupedal species roughly the size of a small pony, though the aliens can walk upright for brief periods. The species most closely resembles a large baboon. A Cavepainter's limbs are long and muscular, with prehensile feet which are just as dexterous as their powerful hands. Cavepainters have semi prehensile tails.

A Cavepainter's barrel chest and hips are sheathed in a dense layer of auburn bone, and a

flared collar of bone protects their neck and the base of their skull. A Cavepainter's skull is short and simian, with a thick brow, relatively small eyes set far back in the thick skull and a wide, toothy mouth. Cavepainters are omnivores with multiple rows of teeth- short, blunt teeth at the outer edge of the jaw, to cope with plant matter, and sharp, knifelike teeth along their jaw's inner contour.

Cavepainters are covered in a thick, shaggy pelt. Female 'Painters have dark, relatively drab pelts- grey, brown, black, and dingy purple. Male 'Painters are a riot of spectacular color, with pelts in every color of the rainbow. Both genders have colorful inflatable sacs ringing their eyes and nostrils, which they can inflate in a mating display.

Reproduction: Cavepainters give birth to relatively large litters of offspring, though their relatively low tech level means they suffer a staggeringly high infant mortality rate. Deaths during childbirth are likewise common.

The Cavepainters have little interest in sexuality except during the few months of F. Hamilton's *apogee*, when it is farthest from its cold, distant star, and stellar radiation storms are at their weakest. The aliens have already deduced a connection between closeness to the sun and an upswing of radiation induced mutations and stillbirths- much of the race's astronomical knowledge comes from trying to predict the safest, most auspicious times to conceive.

Names: Cavepainters society is still too new to have a codified system of names. Individuals are simply described by appearance or accomplishments; these nicknames are purely practical and quickly discarded. The concept of a single, permanent name is one the aliens have not quite grasped yet.

A Cavepainter might be described as basically as "That one, over there", as "the female who runs fastest", or "the blue and green furred one with a scar on his face".

Size: Cavepainters are size Large. Cavepainters have a base land speed of 40 ft.

As a Large creature, the Cavepainter can wield larger weapons than its human counterparts, and as Large quadruped, its lifting and carrying limits are three times those of a medium creature. The Cavepainter receives a –1 size penalty on attack rolls and Defense, and a –4 size penalty to Hide checks. Conversely, the Cavepainter receives a +4 size bonus on grapple checks.

Most Cavepainters stand nearly five feet tall at the shoulder, and weigh upwards of 600 lbs.

Ability Score Modifiers: +2 STR, +2 CON, -4 INT, -2 CHA. Cavepainters are large and powerfully built, with multiply redundant organ systems and highly efficient lungs. Unfortunately, the Cavepainters are a young species, whose natural gifts and instinctive artistic talents cannot overcome their primitive, bestial neo-culture.

Racial Skills: Cavepainters are highly dexterous, and are agile, fearless climbers and acrobats, despite their bulk. Cavepainters receive a +4 racial bonus on Climb checks, mostly thanks to their strong, prehensile toes.

Cavepainters do not lose their DEX bonus to Defense while climbing, and may always choose to take 10 or 20 on a Climb check even if threats or distractions would normally prevent them from doing so.

Cavepainter culture is dominated by art, and all 'Painters have an instinctive drive to create. Cavepainters receive a +6 racial bonus on Craft: visual arts and architecture checks, more than offsetting their Intelligence penalty. Cavepainters may allot skill ranks as they see fit to these two skills, regardless of their total character level, reflecting the prime importance their culture places on art.

Enhanced Senses: Cavepainters are well adapted to the lightless tunnels of their home. Cavepainters have *Darkvision* with a 120 ft range.

Natural Armor (EX): A Cavepainter's vital zones are protected beneath a thick bone carapace. A Cavepainter's shell provides the alien with a +4 natural armor bonus to Defense. However, additional clothing or armor worn by the unusually shaped, heavily armored quadruped must be specially tailored to accommodate the creature's bulk and body type, increasing the items purchase DC by +4.

Clever Toes (EX): A Cavepainter's feet are as nimble and prehensile as his hands. The Cavepainter suffer no penalty when using their feet to perform tasks, and are as likely to paint a wall with a brush held in their toes as in their hands. Their prehensile toes and powerful leg muscles give them a major advantage when grappling or wrestling. A Cavepainter receives a +4 racial bonus on Grapple checks.

Painting-Fire-Blood (EX): Cavepainter blood is flammable, and ignites spectacularly when exposed to oxygen. The alien's circulatory system is specifically adapted to contain this dangerous chemical.

A Cavepainter can voluntarily inflict a small cut on itself, suffering 1d3 points of damage. Before the wound clots, the alien can secrete a small amount of napalm-like fluid. This bloody fluid can be hurled as a grenade-like weapon (range increment 5 ft). The blood inflicts 2d6 points of fire damage (REF Save DC 12 for half damage). Gathering the fluid is a full round action, and once gathered, the fluid retains its potency for 1d6 rounds.

In addition to use in defense and hunting, Cavepainters use drops their oxygenated blood as as torches and to start cooking fires. Cavepainter artisans use their burning blood to score intricate designs on their tunnel walls.

Any creature who successfully wounds a Cavepainter using an unarmed strike or natural weapon attack which draws blood suffers 1d6 points of fire damage, as he or she is splashed with the burning fluid. The attacker can attempt a DC 12 REF Save for half damage.

Cavepainters do not suffer fire damage from their own flammable blood, nor from the blood of other members of their species.

Racial Weaknesses: Cavepainter society is simplistic and their society is in its infancy. Cavepainters may not select a starting occupation, reflecting their species' low educational level.

As subterranean, nocturnal creatures, Cavepainters are uncomfortable in daylight or under bright artificial light. The Cavepainters suffers a –1 morale penalty on all attack rolls, skill checks and saving throws during daylight or in brightly illuminated areas.

The Ejawfe

Medium Abberation (Late PL 6)

The Ejawfe species was born in the freezing, cobalt light of the Galactic Scar, evolving on a hell-world bombarded with lethal radiation and multi-kiloton asteroid strikes. Through nothing more than sheer will, a blind refusal to surrender or perish, the Ejaw came to dominate their world, and in time, to carve a nascent stellar empire out of the zone of dead stars. Ejawfe are scavengers and raiders, whose strange natural gifts have evolved to help survive in galactic neighborhood more dangerous and terrifying than Phallus space itself.

Ejawfe culture is brutal and individualistic; social structures more advanced than multi-family tribes are rare. Tribal warfare has destroyed entire out-colonies- few Ejawfe tribes have taboos against genocide, the slaughter of non-combatants or against institutionalized rape. Ejaw expect grudging loyalty and support from immediate family and expect homicide from anyone else, whether an alien or an

Ejaw stranger. Ejawfe art glorifies warfare, brutality; the great myth-heroes of Ejaw myth blend tactical brilliance and audacity with utterly remorseless slaughter.

Winning against impossible odds is the highest aspiration an Ejaw warrior can hope to achieve; being the final survivor of a massacre is a badge of honor. Ejawfe are known best as raiders and mercenaries- only the Setti and the Blooded Ghosts, other horrors from the Scar- are more feared. Attracted to the hopelessness of the tactical situation, many Ejaw who have ventured into Earthspace have signed on with the Lifers as freelance shock-troops.

Appearance: The Ejawfe are an instantly recognizable species. While humanoid, they are obviously not Earth-born. Ejawfe are larger and more imposing than many humans, with powerfully built bodies topping seven feet. Part of their body is human-like, with craggy, rough features and skin the

color and texture of weathered leather.

The Ejaw are a divided species. The half of their body corresponding to their dominant hand is strange and obviously inhuman, despite the humanoid shape of their other half. Ejaw are bisected cleanly down the centerline of their bodies. In young Ejaw, their inhuman half is 'undifferentiated'; half their body looks as if it has been dipped in tar. The slick black carapace is cool and moist to the touch, and slightly tacky. An undifferentiated Ejaw eye resembles a pool of bloody radiance in the center of a black-tar face.

When an Ejaw reaches adulthood, the undifferentiated mass of tissue on the 'alien' half of their body undergoes a dramatic change. The black mass transforms, altering composition, mass and molecular structure The shape a Ejawfe's dark half takes reflects the aliens personality and role in society. To an Ejaw, form is function.

An Ejaw technologist's dark half resembles a body wide system of cybernetics and onboard weapons. A Ejaw hunter's dark half becomes a thing of black leaves and jungle vines. An Ejaw assassin develops a jagged bone carapace covering half her body. Though individual Ejaw appearances vary wildly, all members of the race share this strange asymmetry.

Reproduction: Like humans, Ejaw reproduce sexually, giving birth to a single offspring after an 11 month gestation period. Like humans, the creatures enjoy sex for pleasure and have a year round breeding cycle. The creature's half-mutations continue to their genitals, making sex between Ejawfe a bloody, painful process.

Ejawfe culture is deeply sexist, with Ejaw females having virtually no rights, in some tribes not even the right to life. The majority of emancipated Ejaw females were born outside the Scar; life is slightly better for Ejaw females among the free companies. Ejaw males have little taboo against rape or incest; these are considered 'privileges of command'.

Names: Ejawfe names are simplistic and guttural, a seemingly randomly thrown together assortment of harsh sounds, including adjectives describing their half-bodies and their prowess in battle.

Example Names: Tarric Bloodtar-half, Surokk Shipcaptain Stone-half, Mantam Voidhalf Burning, Kintarn Half-flayed Sword.

Spot Check DC: DC 0. An Ejawfe's size and proportions mark him as an outsider, and his dark-half carapace immediately makes the creature's true nature apparent.

Size: Ejawfe are size Medium. As Medium creatures, Ejawfe have no special bonuses penalties due to their size. An Ejaw's base land speed is 30 ft.

Most male Ejawfe stand just over seven foot tall, with females coming in at nearly a foot smaller. Ejawfe are heavy and muscular, with many of the larger members of the species weighing nearly 400 lbs.

Ability Score Modifiers: +2 STR, -2 DEX, +4 CON, -2 INT. Ejawfe are robust and powerfully built, but are relatively clumsy and simpleminded. Ejaw solutions are usually brutal and straightforward, and no one accuses them of ever over thinking a situation.

Racial Skills: An Ejaw's racial skills are determined by the form his or her dark-half takes. All Ejaw, however, receive a +2 racial bonus on Intimidate checks, and may use either their STR or CHA modifier, whichever is higher, when making these checks. Ejaw rule by strength, fear and brutality, not love or positive inspiration.

Ejawfe are incredibly strong willed, virtually impossible to dissuade once they've set their mind on a course of action. The bull-headed humanoids receive a +1 racial bonus on WILL Saves.

Enhanced Senses: Ejawfe are well adapted to the dim, ultraviolet gloom of the Scar. Ejawfe receive *lowlight vision*.

Self-Willed Half (SU): During puberty, a young Ejaw clarifies his or her self image and purpose in life, entering a hibernative trance. When

the young Ejaw finally awakens, his undifferentiated dark half has transformed itself into a form reflecting his talents and inner strengths.

The most common Ejawfe phenotypes and their abilities are cataloged below. Ejaw players are encouraged to work with the gamemaster to custom-build their own halves, using the following list as examples.

- **Burning Shroud:** Burning Shroud Ejaw are wreathed in atomic flames which burn without heat. Their half-body resembles charred and blacked flesh, burning forever. Burning Shroud Ejaw are among the most respected and feared members of the race-they are the closest thing to a leadership caste the savage Ejaw possess. Ejaw flames vary wildly, from flames as black as onyx to fires as brilliant as the corona of a white dwarf star.
    - Burning Shroud Ejawfe receive an additional +2 racial bonus on Intimidate and a +2 racial bonus on Knowledge: history and Knowledge:tactics checks.
    - The Burning Shroud inflict 1d4+ CHA modifier points of fire damage per round to any object they touch and wish to burn. Any creature grappling the Burning Shroud Ejaw automatically suffers this damage each round the grapple is maintained.
    - Burning Shroud Ejaw are immune to fire-based attacks and radiation. These Ejaw suffer a –4 racial penalty on Hide checks, thanks to the flickering, torch-like light they shed.

- **Carrion-filth:** The lowest rung of Ejawfe, including physically weak males and many Ejaw females are forced to manifest this terrible, virulent mutation. Their half body is a sculpture of feces and mud, or rotting meat and dingy bone.
    - **Additional Attribute Modifiers:** -2 CHA.
    - Carrion-half Ejaw become immune to non-magical disease and drugs and toxins of all types.
    - The Carrion-half Ejaw gains the *Stench* special attack. All living creatures (except other creatures with Stench) who approach within 30 ft of the alien must succeed at a FORT Save (DC 12 + the Ejaw's CON Modifier) or suffer a –2 morale penalty on attack rolls, weapon damage rolls, ability checks, saving throws and skill checks for 10 rounds after the exposure ends. Characters subjected to stench from multiple creatures make a single saving throw at the highest DC. Characters affected by an Ejaw's stench cannot be affected again until the initial effect expires.

- **Lifeless-half:** Lifeless-half Ejawfe are creatures of brutal power. Even stronger than normal, these Ejaw zealots are as durable as the steel bones of the skyscrapers and veins of buried ore their dark-halves emulate. Some have skins of molten steel, others have bodies that resemble a knight's plate mail, or the stones of a mountain crag.
    - **Additional Racial Modifiers:** additional +4 STR, additional -2 DEX additional –2 INT, -2 CHA
    - Lifeless-half Ejawfe receive a +4 racial bonus on Hide checks in any environment similar to the structure of their dark half. These creatures are even more heavily armored then most Ejawfe, receiving Damage Reduction 2/-. This stacks with DR from other sources, such as feats and Tough Hero class levels.
    - Lifeless-half Ejawfe receive a slam attack which inflicts 1d6+STR modifier points of bludgeoning damage. They are always considered armed and proficient when making slamming.

- **Motor-Flesh:** Machine-styled carapaces are among the most common Ejaw phenotypes. Ejaw with this style half resemble strange, perfectly bisected cyborgs, with half-bodies of steel, ceramic composite, plastic and miles of pseudo muscle fiber.

    - **Additional Racial Modifiers:** -2 CHA.
    - Motor-Flesh Ejaw receive a +2 racial bonus on Computer Use, Craft (mechanical) and Repair checks. They receive a +1 racial bonus to damage rolls when using any type of firearm or energy weapon.
    - Machine-half Ejaw receive either Builder, Gearhead, Personal Firearms Proficiency or Vehicle Expert as a racial bonus feat.

- Tumor-kissed: Tumor-kissed Ejaw are creatures from a nightmare, with half their body that of an inhuman, terrifying beast. Their half-bodies are swollen masses of necrotic tissue, jagged bone spurs and naked, bloody muscle.

    - **Additional Racial Modifiers:** additional –2 INT.
    - Tumor-kissed Ejaw receive a +2 racial bonus on Handle Animal and Survival checks. Tumor-kissed Ejawfe gain a deadly claw attack, which inflicts 1d8 + STR modifier points of slashing damage. Ejaw are always considered armed and proficient with this vicious natural weapon.
    - Tumor-kissed Ejaw gain the *scent* special quality.

- **Unshaped-half:** Ejaw with an unshaped dark half are the embodiments of chaos and flux, opportunists and innovators. Their half-bodies are composed of strange, vicious fluid. Half their bones and organs seem to float in bodies of semi-solid blood, living tar, wax or water.

    - **Additional Racial Modifiers:** Remove DEX penalty.
    - Unshaped-half Ejawfe receive a +2 racial modifier on Disguise checks, as well as Tumble and Perform: dance. They receive a +1 dodge bonus to Defense.
    - Unshaped-self Ejawfe are amphibious and can survive indefinitely when submerged. As amphibians, they receive a +8 racial bonus on Swim checks.

- **Void-lethality:** Ejawfe who manifest this rare and dangerous half-body are among the most feared killers out of a species that celebrates torture and murder as high art. Void-lethal Ejaw have half-bodies which are almost invisible- a blurring of the light around a handful of visible internal structures. Only the fierce, needlelike talons on the half-bodies hand and foot, the Ejaw's half-genitals and a portion of an agonized face are fully visible.

    - Void-lethal Ejaw receive a +2 bonus on Hide and Move Silently checks, as well as Knowledge: arcane lore checks. Void-lethal Ejawfe have wickedly sharp claws, which inflict 1d6 + STR modifier points of damage. The Ejaw is always considered armed and proficient when making a claw-strike.
    - A Void Ejaw's invisible limbs make it difficult to predict its strikes or to counter them. The naturally invisible Ejaw receive a +1 racial bonus on attack and damage rolls when making claw attacks against a sighted opponent. *True seeing* has no effect, but *see invisibility* negates this bonus.

Survivor Set Mutations (EX): An Ejaw's strange anatomy makes the creature incredibly difficult to kill. An Ejaw's multiply redundant organs and sheer toughness give the creature a 25% chance to ignore the effects of any critical hit.

An Ejaw's carapace, regardless of its appearance, protects the alien better than a kevlar vest, giving the creature a +4 natural armor bonus to Defense. Additional armor or clothing worn by the creature must be specially tailored and custom fitted, increasing the item's purchase DC by +2.

Every moment in an adult Ejawfe's life is marked with pain- their dark halves cause them agony with every step they take, with every breath. Ejawfe are immune to pain based attacks (such as the spell, *Symbol of Pain*).

Racial Weaknesses: Ejaw are a war-bred race, and their dark-halves whisper into their higher souls constantly, urging them towards murder, rape and atrocity. No Ejaw can ever attempt to inflict subdual damage with any weapon or tactic, even weapons specifically enchanted or modified to deal non-lethal damage deal lethal damage in the hands of an Ejawfe. Weapons without a lethal setting simply fail to function when used by an Ejaw.

If an Ejaw ever chooses not to kill a helpless or incapacitated opponent, the creature suffers a –2 morale penalty on all skill checks, attack rolls and saving throws for 24 hours. Mercy does not agree with these creatures.

As nocturnal creatures, born on a dark star, Ejawfe are uncomfortable in daylight or under bright artificial light. The Ejaw suffers a –1 morale penalty on all attack rolls, skill checks and saving throws during daylight or in brightly illuminated areas.

The Jigsaw

Medium Aberration (Mid PL 8)

The Jigsaw are a semi-humanoid species that exists simultaneously across multiple dimensions, an adaptation that allows them to survive the lethal radiation storms which scour their home world. The Jigsaw were born in the heart of the Galactic Scar, a radioactive hell larger than the Milky Way's western arm which formed as two galaxies slowly collide.

The Jigsaw have evolved to survive a sector of space where the rules of physics can't be trusted, and where savage parasite species like the Ejawfe and the Blooded Ghosts rule through force and terror. While the Jigsaw's galactic neighbors have turned to piracy and conquest for survival, the multi-dimensional aliens have turned to science and trade. The Jigsaw home world, *Swann-032* is a oasis of logic and peace, of ultra-tech mansions straddling two dimensions, capable of withstanding the radiation storms pummeling the surface.

Despite their strange, impossible appearance, the Jigsaw are one of the most successful of the Scar's native species. Born with the ability to sense dimensional flux and smell hyper-spatial energy as easily as other humanoids scent a meal, Jigsaw astrophysicists are widely regarded as the best (not to mention the most intuitive) in the galaxy. Jigsaw built jump drives carry trillions of tons of cargo each day; even distant Earth has purchased Jigsaw warp engines.

Jigsaw can be found in most of the major galactic ports of call; they often hire aboard a starship, serving as its chief engineering officer. Jigsaw researchers are a common sight on Stonecutter vessels.

Appearance: The Jigsaw are one of the most bizarre creatures ever evolved.

They are tall, barrel-chested humanoids with four arms. Their multi-dimensional bodies exist in several dimensions simultaneously, and to a human observer, it appears like huge chunks of the creature's bodies simply aren't there! Random dimensional anomalies seem to disassemble the creature; the Jigsaw's extremities seem to float free of their torso. Older Jigsaw also develop strange,

bloodless wounds across their chests and skulls; portions of their body are displaced into another dimension, making the Jigsaw look like a huge piece had been removed from its body.

Raw, bloody living organs are visible through these strange gaps, and a blade can pass directly through one of these strange dimensional portals, without causing the creature any injury! However, these dimensional anomalies curve space/time so that its actually impossible to touch the creature's internal organs through one of these odd portals.

As a Jigsaw ages, more and more of his body is displaced into a parallel universe. Ancient Jigsaw have half-faces- their eyes or mouth displaced into the same strange dimension the rest of their body is. Despite the vanishing, the blue skinned giants can speak, see and function normally, even though large portions of their anatomies seem to be missing. Jigsaw who die of old age quickly disintegrate, their bodies dispersed across thousands of nearby dimensions, leaving no physical trace of their remains or the items they carried.

Reproduction: Jigsaw are mammals, who enjoy sex for pleasure and have no set breeding cycle. Jigsaw pregnancies are short and shockingly easy, with a six month gestation period being the norm. Jigsaw births are easy and virtually pain free, with the fetus simply drifting out of the mother's body though a short-lived space fold. With one of the lowest rates of infant mortality in the galaxy,

Jigsaw have used their fecundity to carve a niche out of a hostile universe.

To the Jigsaw, sexuality and procreation are joys to be savored- Jigsaw children reach sexual maturity at a young age, and begin bearing children as soon as they are biologically capable. Jigsaw children are raised communally. The Jigsaw's emphasis on family, the sanctity of life, and the gift of fertility have made the aliens strong allies for the Lifer nation, despite the two species' differences, and their dramatically different codes of sexual morality.

Names: Jigsaw names hint at the aliens' divided nature. The first fragment of a Jigsaw's name is a personal identifier, typically composed of elongated, soft phonetics. The final fragment of a Jigsaw name is short number string used as a family identifier. Male personal names typically begin with an 'es' sound, with females using either an 'el' or an 'ef' sound.

Male names: Summuatoaa/44236, Saodoor/1129, Sallopoa/648, Sosostoa/3523

Female names: Felooca/616, Loomaoano/2245, Fouraoa/6987, Liaminia/531

Size: Jigsaw are size Medium. As Medium creatures, they receive no special bonuses or penalties due to their size. A Jigsaw's base land speed is 30 ft.

Jigsaw males stand just over seven feet tall, with females standing a few inches shorter. Since Jigsaws of both genders displace large portions of mass into a parallel dimension, they are extraordinarily light, despite their apparent bulk. Its rare to find a Jigsaw weighing more than 60-70 subjective pounds.

Ability Score Modifiers: +2 DEX, +2 WIS. Jigsaw have exceptionally strong minds and keen senses which can perceive events across multiple planes, and eyes that can sense a single quanta of light in a dark room. Their 'vanished' joints give them unmatched flexibility and agility.

Racial Skills: A Jigsaw's instinctual awareness of the multiverse provides the aliens with a +4 racial bonus on Knowledge: physical sciences checks, as well as a +2 racial bonus on Navigate and Pilot checks made to guide a starship during ITF or conventional faster-than-light travel.

The Jigsaw are comfortable in the ITF Corridor, and receive a +2 racial bonus WILL Saves made to resist the psychological side-effects of ITF travel and to resist the mental effects of close proximity to Phallus Space. This bonus stacks with the bonus provided by the Spacer feat.

Racial Feats: All Jigsaw receive the Multiweapon Fighting feat as a racial bonus feat, even if they do not meet the DEX prerequisites. A Jigsaw's multiple limbs give the creature a +4 racial bonus on Escape Artist, Grapple, and Disarm checks.

Enhanced Senses: Jigsaw possess *Darkvision* with a 60 ft range.

Radiation Immunity (EX): Jigsaw are immune to the harmful effects of radiation, and can never acquire radiation-caused mutations or Mutation Points. They take do damage from being in an irradiated area, or handling an irradiated object.

Spacefold Defense: (SU): Many of the Jigsaw's vital organs are displaced into another dimension, and are safe from physical harm. The Jigsaw has a 25% chance to nullify the effects of any critical hit, as if the alien had the *light fortification* feature.

Poly-Location (SU): The Jigsaw can 'dislocate' their floating limbs across multiple dimensions, greatly increasing their reach and combat effectiveness. Once per day the alien can allow their limbs to drift several feet from their torso, tethered to their body only by a few quantum strings. Most Jigsaw are skilled martial artists, who have mastered a fighting style which uses their free floating limbs to good effect.

"Dislocating" their phantom limbs is a move equivalent action. Once this occurs, the Jigsaw gains 10 ft reach, and thanks to the way their multiple arms encircle their opponents, they are considered to be flanking all adversaries they are adjacent to. In essence, all opponents within a 10 ft radius of the Jigsaw are considered flanked.

This effect lasts for one minute per activation. The Jigsaw can activate this ability a number of times per day equal to one plus his CON modifier (minimum once daily).

Personal Spacefold (SU): The Jigsaw can warp the curvature of space/time around themselves, allowing the creatures to enter a short-range hyperspace conduit. A number of times per day equal to one plus the Jigsaw's CON modifier (minimum once daily), the Jigsaw can teleport, as a move equivalent action, to any open space he or she can see within 50 ft.

When using this ability, most Jigsaw seem to vanish from sight and appear a fraction of a second later. Others are visible as wraith-like negative images leaping from place to place.

Racial Weaknesses: The quantum strings that link a Jigsaw's torso to its free-floating limb are fragile, and can be easily disrupted by energy based attacks. The Jigsaw suffer double damage from any energy based attack (including laser weapons), or normal damage on a successful save. If the attack form does not usually offer a save, such as a laser pistol, the Jigsaw must succeed at a DC 15 FORT Save for normal damage.

In addition, if the Jigsaw suffers electricity or force damage, the alien must succeed at a FORT Save (DC 10 + ¼ the damage suffered) or be considered *shaken* for 1d6 rounds, in addition to the normal effects of the blast.

The Learning Flux

Medium Aberration (Early PL 2)

The Learning Flux is a species that should not be. The Learning Flux represents a new type of life form, an amorphous, liquid biology without organs or nerves as most mammals understand the terms. The Learning Flux evolved on Victorian VII, a minor, ecologically devastated world at the fringe of the Galactic Scar, which has been used as a safe dumping ground for longer than life has existed on Earth. Originally a pollutant slick the size of a small continent, the Learning Flux core mind awakened to something like sentience thanks to random chemical interactions.

Over the centuries, the chemical reactions fueling the Learning Flux' sentience became more and more complex, to the point where the continent sized mentality desired to learn more about the universe. The Learning Flux species was born in the wake of that choice. The core mind created an race of voyeur drones, modeled on the humanoid creatures which occasionally descended on Victorian VII to scavenge or off-load waste.

The continent-mind gave birth to a race of semi-amorphous children, who it sent to the stars to learn about the wider universe and return with new memories and experiences. Learning Flux humanoids stowed away on garbage scows or begged passage on reclamation trawlers, and from there dispersed across the galaxy. Only a handful of Learning Flux humanoids have ventured into Earthspace, where the chemical-born oddities are greeted with fear and suspicion.

For all their desire to learn and insatiable curiosity, Learning Flux are powerful alien intellects, and are the least human-like of all the alien immigrants who call the Earth home.

Appearance: Learning Flux are an artificially created species which follows a fairly standard template. The creatures are humanoid, and stand about as tall as a small human. Their bodies resemble a polymer sculpture of a nude humanoid figure, and visible beneath their thin polymer shell is a luminescent chemical sludge. A Learning Flux' polymer hull can quickly seal minor injuries, similar to human clotting factors, but losing significant portions of their liquid sludge bio-mass can kill a Flux, similar to a humanoid bleeding to death.

The Learning Flux's sentience is contained within the neon green ooze. Learning Flux adopt a biological disguise based upon the species they are designed to infiltrate and learn from. Their faces resemble an average member of the emulated species. Learning Flux assigned to Earthspace have expressive silicon faces, complete with artificial hair and facial imperfections.

Most Learning Flux have their hands and forearms covered in a similar silicate pseudo-skin, which looks and feels like real human tissue. The Learning Flux' torso, abdomen and legs are usually uncovered, revealing the green sludge within the polymer shell. When traveling among humans, the Learning Flux cover their polymer shells, so as to better blend into the emulated population.

Reproduction: A Learning Flux's polymer body may appear to be either gender, though the amoeba like creatures are asexual. Nor are the creatures segregated by gender roles. The choice of a male or female shell is a purely cosmetic one.

Learning Flux have little interest in sexuality as humans understand it, and have difficulty relating to others emotionally. Learning Flux drones do not reproduce; only the continent-mentality can bud off new drones. As a Learning Flux nears the end of its life, it feels a growing compulsion to return to Victorian VII to 'download' its memories and experiences into the core mind.

Names: Among their own kind, Learning Flux do not use names- they consider themselves separate parts of a larger creature. A Learning Flux explorer will adopt a working name based upon the naming traditions of the species it is traveling with.

Spot Check DC: DC 16. Learning Flux are designed for camouflaged insertion into an observed culture, and can easily disguise themselves by dressing to blend in with the emulated culture. Learning Flux faces are expressive, and designed to hold up to even the most intimate scrutiny.

Size: Learning Flux drones are size Medium. As Medium creatures, a Learning Flux has no special bonus or penalty based upon its size. A Learning Flux drone has a base land speed of 30 ft.

Human-model Learning Flux mimic human height norms fairly closely. However, their polymer and liquid bodies are significantly lighter than human tissue. A typical Learning Flux weighs around ¾ of what a similarly sized human would weigh.

Ability Score Modifiers: -2 STR, +4 CON, -2 INT, -2 CHA**.** Learning Flux bodies are durable, but are lightly built, limiting their physical strength. Their alien natures and relatively undeveloped society makes them slightly dimwitted and emotionless, especially compared to humans.

Racial Skills: Learning Flux receive a +6 racial bonus on Craft: chemical and Craft: pharmaceutical checks. The secrets of advanced chemical engineering and alchemy are encoded in the creatures as racial instincts.

All Learning Flux receive a +6 racial bonus on Disuise checks made to pass for an average member of the species the creature is designed to emulate.

Enhanced Senses: Learning Flux have keen senses of smell and taste, and can detect odors

as weak as several parts per billion. All Learning Flux have the *scent* special quality. The naturally curious Flux gains the Track feat, and may track by scent.

Strange Tides (EX): Learning Flux resemble human-scale amoebas more than they do any other form of life. Their bodies are simple and homogenous, making the creatures incredibly durable and virtually impossible to kill. In many ways, a Learning Flux drone resembles a creature with the Ooze type far more than it does other Aberrations or Humanoids.

Like a Medium Ooze, a Medium Learning Flux gains 10 bonus HP, in addition to HP from its Hit Dice and Constitution score.

Learning Flux are immune to: paralysis, disease, poison, nausea, fatigue, exhaustion, effects that cause the sickened condition, and energy drain. As sighted, sentient creatures, they are venerable to both mind influencing effects and visual attack forms, such as gaze attacks.

Learning Flux drones are immune to critical hits, stunning and subdual damage. However, their rigid, humanoid-style polymer shell ensures these creatures can be flanked. Learning Flux drones do not breathe, and can survive indefinitely in hard vacuum. However, Learning Flux require as much food and water as a normal humanoid, in order to maintain the catalytic reactions which power them.

Acidica (EX): Normally, the acidic stew that composes the Learning Flux's body and sentience is safely contained beneath the alien's polymer shell. As a move equivalent action, the Learning Flux can open nearly microscopic hatches in the polymer shell, allowing the alien to secrete a deadly, acidic sweat. The Learning Flux may use this ability at will.

The Learning Flux's acidic fluids deal one point of acid damage per round to any object it touches and wishes to affect. For each minute the Learning Flux touches the item, the acid ignores one point of the object's Hardness, allowing the Learning Flux to burn through virtually any inorganic material, given enough time. Opening or closing the acid hatches is a full round action.

A living creature grappled by the Learning Flux suffers 1d3 points of acid damage per round the grapple is maintained.

Racial Weaknesses: Despite their humanoid shells, the amoeba-like Learning Flux do not tolerate cold well. Extreme cold slows catalytic reactions, and causes painful ice crystal buildup.

Learning Flux suffer a –8 racial penalty on FORT saves made to resist extreme environmental cold. Worse, Learning Flux suffers double damage from cold-based attacks, or normal damage on a successful save.

III. The Galactic Core: Phallus Space

“One God defeats how many Goddesses? Ten, twenty…”
“Innumerable.”
“How?”
“He was One, and simple. They were many, and diverse.”
“Singularity is strength…”
“At least in the short term.”
-Clive Barker, Imajica.

Table: Landmarks of the Galactic Core				
Species	Progress Level	Home World	Distance From Earth	Galactic Position
The Dhale	PL 5	Vernis	More than 22,000 light years	Inner Phallus Space; Inner Necklace; Galactic Core
The Sequence	PL 6	The Burning Marathon (various settled comets)	More than 22,000 light years	Outer Phallus Space ; Galactic Core
The Shadowless	PL 7	Sidela-naae	More than 22,000 light years	Inner Phallus Space ; Inner Necklace; Galactic Core

The Phallus

The Phallus is the greatest, and oldest mega-structure in the known universe. It is an order of magnitude larger than the next most massive mega-structures and dwarfs even the largest artificial solar systems. It sits in the exact center of our galaxy, and the universe seems to revolve around it.

The Phallus itself is a massive, impregnable fortress- a spear like column of some gnarled ebony dark-matter too dense and too strange to be studied with conventional instruments. Windows broader than solar orbits hint at the planet-sized chambers and almost organ like growths pulsing within the colossus. The Phallus looms across several thousand parsecs; it takes even the fastest ITF cruisers several weeks to journey from one end to the other.

The structure can be seen for millions of light years, visible as a black void blocking out the stars. The structure's gravity warps space-time more completely than a hundred black holes; travelers venturing into Phallus space experience time delays and temporal paradoxes, relativistic effects and other anomalies.

The Necklace

The Phallus is surrounded by a double helix of captured worlds and artificially fired stars, which orbit closely around the Phallus, in perfect synchronization. The two helixes are referred to the Inner and Outer Necklaces, and resemble two god-scale snakes coiling around a staff. It is speculated the Necklaces were created in imitation of a DNA molecule's shape, and that the arrangement of worlds and suns hints at some secret of the Lifechain genome.

Most humans who have seen the Phallus and its Necklace believe the *caduceus*- a symbol of healing and magic on ancient Earth- is a racial memory of this fantastic place.

The thousands of solar systems held captive in the Necklace move with perfect, unchanging precision, dancing together as smoothly as the jewels in a watch. The colors of the suns are carefully chosen; a thick band of blue giants and encircles the Phallus' equator, shifting towards red towards the tips of the Phallus. Black holes, pulsars and other stellar anomalies have been incorporated, and are crown jewels in the Necklace.

Most of the Necklace worlds are teeming with life. Some have been allowed to evolve naturally, producing a myriad of sentient and monstrous species. Others are wonders of terraforming - planet-sized works of art.

Still other worlds are used as preserves and zoological gardens for impossibly ancient alien

intelligences- the gods and goddesses who call Phallus Space their home. Some worlds are massive, sterile silicon memory banks, with quantum computers at their core, designed to hold the memories of creatures whose existences span billions of years.

Other worlds, particularly "the polar worlds" in the Outer Necklace, which lie towards either tip of the Phallus, are hellish dumping grounds, where pollutants, spent fuel, discarded weapons and failed experiments are exiled. Some of the most fearsome Lifespawn hail from these dumping ground planets. Strange and hungry new life forms evolve with regularity.

Phallus Space is extraordinarily deadly. Lifespawned hunters and nearly god-like dragons, which claim descent from the Singular who supposedly slumbers within the Phallus, carve out vast hunting ranges between the Necklace's stars. Terrifying aberrations and outsiders call Phallus Space home.

The Purpose of the Phallus

No living mortal truly knows who constructed the Phallus and its Necklaces, how it was accomplished, or why such a massive effort was undertaken. The sheer scale of Phallus Space has given this strange sector of the galaxy a place of prime importance in most galactic myths; the knowledge of the Phallus' existence inevitably changes any culture that comes into contact with it.

Archeological digs on several Necklace worlds have discovered the preserved remains of an ancient galactic culture, one that is believed to have predated the Big Bang. Something preserved these strange ruins, allowing them a place of honor in a newly minted creation. It's theorized the Phallus was the first structure erected after the birth of our universe, possibly being constructed in the first few seconds of creation. Most cultures believe that something easily powerful and ancient enough to be called God exists within the Phallus. Most myths refer to this creature as the **Singular**.

The Singular's nature and motivation are unknown, as is the Phallus' purpose. Is the Phallus a castle, a metamorphic cocoon, a tomb or a prison? Is it something even stranger? The only creature that truly knows the answer to the question has sealed the door against the universe, and Its presence can only be felt in the behavior of theoretical particles and Its space/time foot print.

Even less is known about the Singular's offspring-just a handful of contradictory myths. It is believed that the Singular may be a survivor from an earlier 'draft' of the Universe. Some half-translated hieroglyphs have indicated that the current universe is the **Third Universal Iteration**- the third 're-run' of existence.

What happened during the First and Second Universal Iterations is a mystery, as is how those universes ended. It is believed that the Singular's brutal annihilation of the **Senators**, a pan-galactic ruling body or stellar empire, lead directly to the end of the **Second Universal Iteration**, the universe which preceded this one.

The Call of the Phallus

The Phallus is the pivot point of known reality, an enormous spire that is designed to keep the universe moving smoothly, both metaphorically and literally. Despite the vast distance from Earth, a handful of human deep naval vessels have penetrated to the heart of Phallus space.

Starships traveling into Phallus space find their travel times cut by whole orders of magnitude. It is always a long journey into the heart of the universe, but something in the nature of the Phallus attracts travelers to itself, cutting a journey that would normally require 10,000 years for a Slow-FTL Dumbdrive to complete to be accomplished in less than four millennia. Instant Transference and faster-than-light drives can make the journey towards the fringes of Phallus space in a matter of a few years.

Game Effects on Travel

When traveling towards the Phallus, travel times are cut dramatically, at the game master's discretion. ITF starships launched from Earth have made the journey into the heart Phallus space in as little as 2 years.

Using the Phallus as a 'switching post', a starship can find a dimensional short cut or wormhole to the outer edges of the Milky Way galaxy and into the Deep Black beyond. Most missions to truly remote locations (such as the Jigsaw home world) pass through Phallus Space, cutting the 160 million light year journey down to a 10-12 year trek.

A starship pilot can attempt a DC 42 Navigation or Knowledge: physical sciences check to find a stable wormhole to a known destination. Some wormholes are well documented, with known stable wormholes to locations near the major Northern Spiral and Galactic Scar planets being recorded on astro-nav charts and directional beacons. The gamemaster can reduce the check DC by as many as 10 points if the pilot is journeying towards a known location.

Failure on the check means the pilot finds a dangerous wormhole or an incorrect path through hyperspace. Such a wormhole could deposit the ship virtually anywhere in the Milky Way galaxy or any near-by galaxy, or toss the starship through time or dimensions. Other wormholes simply lack an exit point, trapping the ship and crew in the ITF corridor until they perish due to starvation or their ship's fuel supplies are exhausted. Worst of all are poorly chosen wormholes that lead into the Phallus itself…

When traveling away from the Phallus, it becomes difficult to avoid the massive spire's gravity. Pilot (starship) and Navigation checks have their base DC increased by +2d4. At the game master's option, travel times may be increased, usually by around twenty-five percent, though sometimes a century long journey can stretch into millennia thanks to strange relativistic effects.

Starship engines and warp cores fatigue more easily while attempting to escape Phallus space. If the engine has a 'cool down' or recharge period between space jumps, the time required for recharge is increased by 10-25%. Repair checks made to rebuild or repair a damaged engine within the reach of the Outer Necklace have their base DC increased by +2.

Phallus Space's Effects on Lifechains

Creatures with the Lifechained subtype are dramatically affected by their presence in their ancestral homeland. They become more powerful, but the Phallus preys upon their thoughts, the eye of the unseen Singular seems to weigh heavily on these creature's minds. Within Phallus Space, Lifechained creatures become stronger and more durable, but at the cost of their mortal identities.

Outer Phallus Space begins 100 light years from the Phallus, and ranges to the outer orbit of the captured planets, which extend to around 100,000 light years from the Phallus itself.

Inner Phallus Space begins at the border of the Outer Necklace, and continues in towards the hull of the Phallus itself.

Effects of proximity to the Phallus are cumulative.

Outer Phallus Space: Lifechained creatures recover lost HP and temporary ability damage at twice the normal rate. Lifechained creatures gain the *scent* special quality and *Darkvision* with a 60 ft range if they do not already possess those talents.

Lifechained creatures suffer a –2 penalty on all WILL Saves made to resist psychological trauma caused by ITF Travel while within the Outer Necklace.

Arcane Enlightenment

Close proximity to Phallus Space permanently alters sentient minds, allowing seekers to view the universe in a new way, and manipulate reality on a sub-quantum level. A character that has ventured into the Outer Necklace gains a permanent affinity for sorcery. Like the most powerful Lifespawn, these seekers can draw upon the tattered and chaotic remnants of Second Iteration physics to perform feats that the physical laws of the Third and Current Iteration normally prohibit.

Knowledge: arcane lore is always considered a class skill for anyone who has entered Phallus Space. A character with no ranks in this skill gains a single rank in Knowledge: arcane lore during their first visit to Phallus space.

Even in a mostly non-magical setting like the Otherverse America campaign, a character who has entered Phallus Space may select advanced classes which offer arcane and divine casting progressions and supernatural powers. Phallus-touched characters can select advanced classes like Mage and Acolyte, as well as magic using classes from other acceptable sources. The Dept Seven Advanced Class Update series (Skortched Urf Studios) and Black Tokyo (Otherverse Games) are good sources of modern-magic advanced classes for Phallus Space pilgrims.

Dreams of the Phallus

The Phallus and the Necklace have appeared in the art, literature and myth of hundreds of worlds, including isolated species that have not yet mastered space travel.

Half Grey geneticists speculate that a kind of subconscious knowledge of Phallus space is encoded in the DNA of all sentient species, and that the ability to comprehend the Phallus is a precondition for sentience.

Especially gifted humanoids can dream of the Phallus. Nightmares and visions giving them a profound insight into the workings of the universe, and allowing them occasional insight into the Lifechain's machinations; many of these gifted souls become planetary leaders, religious icons or visionaries.

Throughout recorded history, a handful of gifted humans have acquired this feat, often after a near death experience. Humans under deep anesthesia or hypnosis, as well as Covenant priestesses undergoing cyber-implantation have all caught glimpses of the Lifechain. A dramatically altered state of consciousness is necessary to unlock these racial memories.

Glimpses of the Phallus can be found written between the lines of human history and myth, but the first recorded incidence of Lifespawn mutation occured at the dawn of the 21st Century, a few years before the Half Grey immigrated to Earth. Dr. Marlene Barron, an abortion provider working in an embattled clinic in Oglada-Souix reservation land in South Dakota, was attacked and nearly killed by a fifteen year old proto-Lifer.

Dreams of the Core (General or Psionic Precursor)

You are occasionally precognitive and suffer strange nightmares of the mega-structure at the core of the Milky Way galaxy. Your dreams provide you with an instinctive understanding of Phallus Space and the Lifechain.

While surgeons worked to save her life, Dr. Barron caught her glimpse of Phallus Space, and was forever changed by the experience. It took several years for Dr. Barron to master her new metahuman gifts, but once she did, the former obstritrician became an important figure in global politics, and one of the 21st Century's first metahuman leaders.

To this day, noone is really sure if the emergence of Dr. Barron as a wold leader was a symptom or a cause of the War. Likewise, noone is truly sure if the Lifer nation began cultivating metahumans in response to Barron, or because the critically wounded physician's subconscious doubts and fears influenced reality and rewrote destiny while she was in her coma. Barron herself remains silent on the subject, though her actions and APEX psych-profile indicate she feels profound guilt for the events of the War, a guilt she buries under several layers of loathing for the Lifer culture as a whole.

Dreams of the Core
(General or Psionic Precursor)

You are occasionally precognitive and suffer strange nightmares of the mega-structure at the core of the Milky Way galaxy. Your dreams provide you with an instinctive understanding of Phallus Space and the Lifechain.

Prerequisite: WIS 13+, Iron Will

Benefit: Your glimpse of the Lifechain gives you insight into its creatures and their interactions. You receive a +2 racial bonus on Initiative checks made during an encounter with a Lifechained creature. You receive a +2 racial bonus on Knowledge: tactics and Sense Motive checks made about or concerning Lifechained creatures.

A creature with this feat may select the Awakened Heritage feat at any point in their careers, not just at first level.

The greatest effects of this feat are subject to gamemaster interpretation. From time to time, a character with this feat has prophetic dreams. These dreams always provide hints and warnings of future encounters with Lifechains or insight into the machinations of the Third Pantheon. A character must sleep for 8-12 uninterrupted hours to be eligible for a prophetic dream.

When a dream finally occurs, it concerns a specific Lifechained creature or character the dreamer is likely to meet within the next 24 hours.

The dreamer receives a +20 insight bonus on Initiative checks made against this creature, and once during the encounter, can apply a +20 insight bonus to any single attack roll made against the creature. The dreamer must declare that she is using this ability prior to rolling to hit.

The dreamer may also take steps to avoid encountering the Lifechain, and receives a +4 insight bonus on Gather Information, Sense Motive and Knowledge: tactics checks made against the Lifechain during this 24 hour period.

Unfortunately, the effects of a prophetic dream are hard to shake. The dreamer must succeed at a DC 18 WILL Save or be *fatigued* for 24 hours after a prophetic dream. If the dreamer fails the check by 5 or more points, she is also *shaken* for 24 hours after the dream.

A character with this feat can attempt a DC 28 Concentration check to attempt to provoke a prophetic dream. The character can take 10 on this check, but cannot take 20. A character cannot have more prophetic dreams in a year than his or her WIS score, whether these dreams occur spontaneously or are sought.

Inner Phallus Space: Lifechains who have crossed into Inner Phallus space gain Fast Healing 5. They gain a number of additional uses per day of any Limited Use Lifechain feat equal to their WIS modifier.

However, Lifechained creatures begin changing when in such close proximity to the source of their power, or find themselves wishing they would.

Lifechained creatures suffer a penalty on all WILL saves and on FORT saves against any magical, mundane or mutagenic effect which would produce a physical transformation equal to the number of Lifechained feats they possess.

The Phallus Itself: The hull of the Phallus has been colonized many times over the long march of years. Parasitic civilizations have blossomed, flourished and faded into obscurity. Walking along the Hull of the Phallus, or entering the great citadel inflicts profound changes on any Lifechained creature.

The first time the Lifechained creature touches the Phallus itself the creature receives any single Lifechained feat for which he or she meets the prerequisites. While in contact with the Phallus, the Lifechain gains the *Regeneration* special quality, and receives a +8 racial bonus on the following Knowledge checks (arcane lore, history, physical sciences, theology & philosophy).

While remaining in such proximity to the Phallus, the Lifechain's primary allegiance changes to obedience to the Singular and he or she gains a secondary allegiance towards selfish, Darwinist evil.

The Lifechain automatically fails all WILL saves when in such close proximity to the Phallus.

Non-Lifechains: A non-Lifechained creature can become Lifechained by touching the hull of the Phallus with their bare skin. Doing so usually exposes the supplicant to hard vacuum, but those who survive gain the Awakened Heritage (The Singular) feat. The benefit of the feat becomes active after 8 hours of sleep or rest. The supplicant must remain in contact with the hull of the Phallus for at least 3 rounds to gain this benefit.

The Dhale

Medium Lifechained Dragon
(Late PL 5)

The Dhale are a draconic race evolved in symbiosis with the great beasts that dominate their sweltering home world. The Dhale home world, Vernis, is one of Phallus-space's most dangerous jewels, a warm and humid world encircled by blue and violet jungle. Several draconic species- genius super predators whose entire bodies are living weapons- rule the world's predator heavy ecosystem. Vernis's dragons are the ultimate example of Lifechain evolution

The Dhale themselves are a servitor species, a race of uplifted lizard like symbiotes evolved in the shadow of giants. The distant ancestors of the Dhale were lizard like creatures who picked flecks of food from between the scales of their patrons. Over the millennia, as the dragons have grown in power and influence, so have their Dhale serfs. Mammoth Dhale temple-cities are built into the sides of dragon-ruled mountains. Dhale culture has transformed the worship of their draconic protectors from a biological necessity into a world-spanning religion. Draconic overlords, whose whims shape fashion and culture and drive the economy, rule proud and prosperous Dhale nations.

Working in conjunction with their dragon royalty, the Dhale have colonized several of the small moons encircling their world. Few Dhale starships have left the inner reaches of Phallus space, though a handful of Dhale explorers have hired onto passing ships and left the dragons of their own star far behind. It remains to be seen what effect exposure to a larger, freer society will have on Dhale culture.

Appearance: Dhale are lightly built humanoids that blend mammalian and reptilian traits, and to many humans they resemble evolved dinosaurs or lizards. A Dhale's body is covered in multiple layers of small and smooth hexagonal scales. The Dhale are as darkly beautiful as their jungle home world: the majority of their bodies are a cool, electric blue, with intricate black, white and violet bands and spirals decorating their scales.

Dhale skulls are mostly humanoid, with only

the faintest evolutionary traces of a snout remaining. The skull tapers to an elongated point at the base of the spinal cord. Dhale faces resemble a human's, though the draconic aliens have small, virtually non existent noses and almond shaped amber or orange eyes that are even more striking against their dark scales.

Though the Dhale share many mammalian traits- including nursing teats- they are hairless. A few Dhale families have vestigial, feather like frills decorating their skulls and running the length of their spine; this rare and recessive trait becomes slightly more common as Dhale age, and the Dhale word for these feathers translates roughly as "old man's coat".

Reproduction: Dhale are egg laying pseudo-reptiles. The Dhale have no set mating period, and can enjoy sex for pleasure. However, conception only occurs during the late spring or early summer. After being fertilized internally, females lay a clutch of up to a half dozen eggs each summer.

Even if the female avoids sex during her short fertile period, she will still give birth to a clutch of sterile eggs. Females remain gravid for up to six weeks during the summer, before laying their clutch. Dhale hatchlings are poorly developed, and depend on their mother for protection; during their early childhood, the pseudo-reptilian Dhale mothers do nurse their offspring.

Names: Dhale naming conventions show a heavy Draconic influence. Dhale first names are long, overly complex and guttural. The Dhale identifies her city of origin with a short, less draconic surname. There is virtually no difference between male and female names.

First Names: Krackixtiman, Viksedsamuex, Santixdimctic, Pollandtrantinim

Surnames: Suviv, Cimoto, Sheldic, Moarsow, Polamis

Spot Check DC: DC 8. Dhale can pass for human with a careful disguise, and their proportions conform fairly closely to the human norm.

Size: In their default state, Dhale are size Medium. As a Medium creature, the Dhale receives no special bonus or penalty due to its size. Dhale are slightly faster than a comparable humanoid; A Dhale's base land speed is 40 ft.

Most Dhale stand between six and 6 ½ ft tall, with males approaching the higher end of that range. Most Dhale weigh between 150 and 180 lbs.

Ability Score Modifiers: +2 DEX, -2 INT, -2 CHA. Dhale are agile and coordinated, but their dependance on their draconic masters has stifled the development of their culture and society. Individual Dhale place less emphasis on independent thought and problem solving ability than they do on their ability to follow orders and focus on their place within Dhale society.

Racial Skills: Their dragon worshipping society provides the Dhale with phenomenal insight to the great creatures and their life cycle.

Dhale receive a +2 racial bonus on Knowledge: arcane lore and earth & life sciences checks, as well as a +1 bonus on any Knowledge and Survival checks made concerning dragons or their ecosystem.

All Dhale are taught to speak and read Draconic as a bonus language.

Enhanced Senses: Dhale possess *Darkvision* with a 60 ft range and have the *scent* special quality.

As a Lifechained creature, the Dhale can automatically sense the presence of other Lifechains within a one mile radius. However, the Dhale cannot automatically pinpoint the creature or creatures.

Energy Roar (SU): Like their true-dragon masters, Dhale are living conduits between reality and broken universes of pure elemental force. A number of times per day equal to her CON modifier (minimum once daily), a Dhale can rip open a short lived quantum-sized wormhole using her sharp little teeth, allowing her to 'breathe' out a gout of pure elemental fury.

The Dhale's breath weapon inflicts 2d8 + the Dhale's CON modifier points of either fire,

electrical or sonic damage, chosen when the Dhale is created. Once the energy type is chosen, it cannot be changed.

The breath weapon is a 15 ft line of energy. Any creatures caught within the line may attempt a REF Save (DC 15 + the Dhale's CON modifier) for half damage. Using this ability is a standard attack action.

The Smallest Nest (SU): The Dhale are a densely populated, highly fertile species that exists in the margins of another species' territory. To conserve scarce resources, Dhale can tap into the power of the Lifechain, warping space around them and micronizing themselves at will.

The Dhale can shed unneeded mass and bulk, trading power for speed, stealth and amazing raw agility, and despite the fact Dhale you shrinks to the size of a doll, she remains as powerful as she is at full size.

A number of times per day equal to one plus her CON modifier (minimum once daily) the Dhale can focus her will and warp space around herself, dramatically reducing her size.

A Dhale may reduce herself by up to two size categories. The smallest a Dhale can become is size Diminutive. Unlike most forms of self-miniaturization, the Dhale's basic Strength is unchanged for the purposes of combat, though her lifting and carrying limits are those of her new size.

The Dhale's base land speed is not affected by this change. For each size category the Dhale drops, she gains a +1 size bonus to Armor Class and attack rolls, as well as a +4 size bonus on Hide, Move Silently and Tumble checks.

A Dhale's gear and weapons change size along with the Dhale, thanks to their energized aura. Changing size is a move equivalent action, which does not provoke attacks of opportunity. The Dhale may remain miniaturized for a number of minutes equal to her CON modifier.

Racial Weaknesses: The Dhale's draconic heritage binds them inexorably to the Lifechain.

For the purposes of 'predatory' Lifechain feats, such as Lifechain Primacy, all Dhale are considered to be Lifechain creatures with a single Lifechained Feat. Those Dhale who explore their heritage and select the Awakened Heritage feat are considered to possess two Lifechain feats, or more if they master other Lifechained super abilities.

Dhale are slightly agoraphobic, mostly due to the close conditions of their super-populated jungle cities. Dhale suffer a –1 morale penalty on all saves, skill checks and attack rolls when operating in spacious or open surroundings- a lightly populated small town, open grassland or desert, or other spacious areas.

If a Dhale ever has to inflict lethal damage another Dragon, including another Dhale, the Dhale is considered *shaken* for 24 hours. Dhale are trained from birth to respect and obey dragons of the Phallus.

The Sequence

Medium Lifechained Humanoid (fire subtype) (Early PL 6)

The Sequence are one of the most ancient and powerful of the near-human races. Energy wielding nomads capable of surviving indefinitely in deep space, Sequence warriors patrol the trade routes leading through the heart of Phallus-space. The asteroids and larger comets ringing Phallus space are dotted with vast Sequence cities, beacons of light and warmth in the dangerous void.

The name of this ancient race refers both to the life cycle of main sequence stars, and to the genetic resequencing the species underwent to allow its members to survive in the vacuum of space. Sequence near-humans are sustained by star-like nuclear reactions carried out in cellular furnaces; their bodies are specifically adapted to the stress of containing such massive power, making Sequence among the most durable species in known space. It's a testament to the raw power of the Sequence that they have successfully colonized the most predator-heavy ecosystem in the galaxy.

Their legendary toughness, coupled with their knowledge of Phallus-space shipping lanes allows the nomads to command high prices as guides and bodyguards. Most starships crossing through the dark heart of the galaxy are accompanied by a hired Sequence protector, an indomitable warrior who glows star bright as he keeps pace with the starship.

Appearance: Sequence near-humans are fit, attractive specimens, thanks to generations of selective breeding and cosmetic gene-sculpting.

Though muscular and incredibly, most Sequence lack the defined, chiseled physiques of human bodybuilders, a consequence of their mostly space-bound society. Skin color ranges from a deep brick red to a pale caramel. Most Sequence have red, orange or golden hair, which both males and females tend to wear long.

When aroused, enraged or injured, a Sequence's circulatory system becomes visible, with their highly radioactive blood pulsing through dense veins. The Sequence's lungs and multiple hearts seem are clearly visible inside their chest, and wispy tendrils of plasma leak from the Sequence's eyes and mouth.

Reproduction: Sequence near-humans reproduce similarly to their Earthborn counterparts. Like baseline humans, Sequence have no set breeding season, and enjoy sex for pleasure. As a space-dwelling race, Sequence living 'dirt-side' have difficulty conceiving. Fertility rates drop dramatically among Sequence living in a planet's gravity well; most children are conceived in an asteroid habitat, or among the stars.

Sequence gestation periods are longer than the human norm, with first pregnancies exceeding 15 months. Multiple births are rare and often end in tragedy- a sequence mother's body simply doesn't have the surplus energy to bring two of the powerful metahumans to term simultaneously.

Names: Sequence names are relatively straightforward. As a relatively small species (less than 2.5 billion galaxy wide) composed of independent, asteroid based nation-states, Sequence names do not require much complexity.

Sequence names are usually composed of two to three short syllables Male Sequence add the suffix 'chek to their names. Female Sequence add the suffix 'chel to their names. When dealing with outsiders and Sequence from other tribes, the aliens append the name of their birth habitat to their personal names.

Male Names: Zi-Che-Chek, Im-Les-Chek, Muk-tad-chek, Dev-mem-chek

Female Names: An-dra-chel, Su-chi-chel, Zi-tam-chel, Sar-en-chel

Spot Check DC: DC 8. Sequence have human shapes, but their bioluminescent circulatory systems, oddly colored and textured skins, unusual bulk and proportions make it difficult for the aliens to blend in with fully human society.

Size: Sequence near-humans are size Medium. As Medium creatures, they have no special bonus or penalty due to their size.

A Sequence's base land speed is 30 ft.

Most Sequence stand just under 7 ft tall, and weigh upwards of 350 lbs. Females tend to be slightly heavier and more muscular than males.

Ability Score Modifiers: +4 STR, -2 CHA. Sequence are powerfully built, and their stellar mutations prevent their impressive musculature from atrophying in zero-g. Sequence tend to be loners and trailblazing iconoclasts, which can limit their effectiveness as diplomats.

Racial Skills: Sequence receive a +2 racial bonus on Navigate and Knowledge: physical sciences checks, reflecting the importance their species places on stellar cartography and star-travel.

Sequence receive a +2 bonus on Survival checks and Knowledge: nature checks made within or concerning Phallus space and its ecosystem.

Racial Feats: All Sequence possess Zero-G Training as a racial bonus feat. Sequence spend the majority of their life in deep space. To a Seqence, a planet's gravity is an unnatural, annoying limitation.

Sequence tribes use their natural gift for stellar flight to cross galactic distances as easily as any starship. All Sequence adults gain the Starleap Lifechain feat as a racial bonus feat, even if they do not meet the feat's prerequisites. Sequence typically develop their space-flight abilities during puberty or early adulthood, often on the cusp of the Young Adult or Adult age category.

Starcrosser (SU): The Sequence genome has been custom-cut for survival in hard vacuum, and the aliens are functionally similar to Lifechained creatures with the Thermonuclear Heart mutation. Despite their humanoid form, Sequence are creatures of elemental fire.

Sequence can survive indefinitely in space, and are completely immune to fire and stellar radiation, including the heat of reentry and fire based attack forms. Sequence to not require a breathable atmosphere, food or water to survive, and are sustained by their internal nuclear reactions.

A number of times per day equal to one plus his CON modifier (minimum twice daily), the Sequenced can fire a line of stellar plasma from his body. The 30 ft line affects all creatures in range, and inflicts 6d6 points of fire damage. Creatures caught in the line of plasma can attempt a REF Save (DC 10 + your CON modifier) for half damage.

If the Sequence is killed, he erupts in explosive plasma burst that inflicts 6d6 points of fire damage to all creatures and objects within 30 ft (DC 15 REF Save half).

Enhanced Senses: Sequence eyes are adapted to seeing perfectly in the darkness of deep space. The aliens receive *lowlight vision* and *Darkvision* with a 120 ft range.

Sequence can communicate verbally with other members of their species- even in the depths of space- through high-end EM signals, as well as communicate directly with most standard radios, shipboard communication equipment and cell phones.

A Sequence can always sense the best, most direct route by which to return to the Phallus, even across galactic distances. As a Lifechained creature, a Sequence can automatically sense other Lifechains within 1 mile.

Racial Weaknesses: The alien gene-lines that allow Sequence to survive in deep space bind the near-humans inexorably to the Lifechain. Sequence radiate alien power, and despite the dangers involved in hunting them, are the favored prey of some of the deadliest creatures roaming Phallus-space.

For the purposes of 'predatory' Lifechain feats, such as Lifechain Primacy, all Sequence are considered to be Lifechain creatures with at least three Lifechained Feats. Those Sequence who actively explore their heritage and select the Awakened Heritage feat are considered to possess four Lifechain feats, or more if they master other Lifechained super abilities.

Similar Species: The metallic Neon, described fully in the *Psi-Watch campaign setting*, have a similar eco-system and set of natural abilities. Both cultures call deep space home, and both species build their cities as complex asteroid habits. It is not unusual to see members of both races working side by side. Neon colonists are usually accepted into Sequence society, and vice versa. Despite long standing trade and cultural ties, the two species cannot interbreed due to their obvious anatomical differences.

The Shadowless

Medium Psionic Humanoid (Late PL 7)

The Shadowless are strange, precognitive race from a jungle-shrouded world in close orbit around the Phallus. The Shadowless perceive the world on a quantum level, interacting with, and sustained by theoretical particles the same way true humans are sustained by oxygen. The Shadowless have become the top predator on a very dangerous world thanks to the strength of their minds and souls.

Shadowless neurology is designed to process information and respond to it with lightning speed, including the tacyhon shadows of possible futures. Their unique connection to the time stream gives the Shadowless their incredible speed and reflexes, but more importantly, it gives the precognitive near-humans frequent and accurate glimpses of possible futures.

Shadowless rarely venture off world- many tend to be slightly agoraphobic, and find the endless

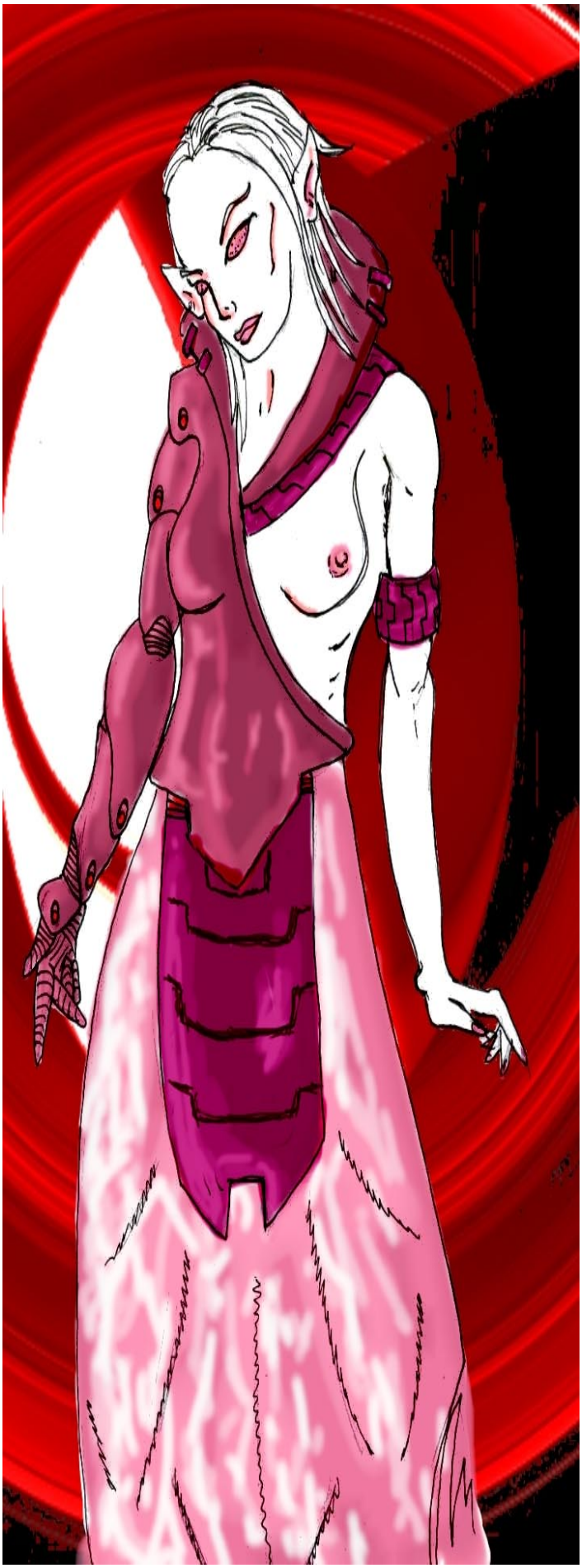
possibilities of the wider universe terrifying and disorienting. Those rare Shadowless who have left their mother world have excelled in every field they have entered- taking on roles as diverse as Lifer counter-sniper, APEX combat types and UN XDC first contact specialists.

Appearance: Shadowless derive their name from the way the quantum-field that surrounds them interacts with incoming light waves. The Shadowless never casts a shadow, nor do shadows fall upon their body or clothing. Though most Shadowless tend to be attractive and charismatic, non-Shadowless often find it difficult to look at them for long periods of time. Their unshaded bodies look 'flatter' and less real somehow, causing minor headaches and eyestrain in viewers.

The Shadowless do not have a reflection, though their image can be captured on camera and by technological means normally.

Aside from their lack of shadow, Shadowless resemble pale skinned humans. Shadowless skin is often slate grey, pale blue or marble white; many Shadowless females exhibit traits associated with albinism. Shadowless hair ranges from slate grey to sea green, sky blue or silvery white.

Reproduction: Shadowless reproduction is virtually identical to human reproduction. Like humans, the Shadowless have no set heat period and enjoy sex for pleasure. With their natural precognitive gifts, it is a relatively simple matter for Shadowless to control their fertility or avoid diseased partners through purely innate, non-technological means.



Names: Shadowless names tend to be polysyllabic and musical. Shadowless use matrilineal descent, and refer to themselves as either –nol (son of) or –nal (daughter of) their mother. Male names always begin with an 'ah' sound; female names always start with an 'oh' sound.

Male Names: Almilion nol Osmis, Adilini nol Omani, Alantan nol Onin

Female Names: Osophi nal Omuta, Omahe nal Onin, Oklinani nal Omistini

Spot Check DC: DC 0. Despite their almost completely human appearance, the quantum anomalies that give the Shadowless their racial abilities make them easy to spot. A Shadowless can never pass for a true human, thanks to their almost luminous bodies.

Size: Shadowless are size Medium. As medium creatures, Shadowless have a base land speed of 30 ft. Shadowless have no special bonuses or penalties for their size. Shadowless fall neatly within human height and weight norms.

Ability Score Modifiers: -2 STR, +2 WIS +2 CHA. Shadowless muscles process fatigue toxins less efficiently than human musculature, weakening these strong willed, highly charismatic precogs.

Racial Skills: A Shadowless's natural precog native talents provide them with a +1 racial bonus on Iniatitive checks and REF saves- they will often begin responding to a threat fractions of a second before it will occur. To non-precogs, Shadowless seem jumpy and hair-triggered.

Shadowless society places great emphasis on the traditions of the past, preserving the skills of the hunt and on exploring the beautiful quantum universe their natural gifts allow them to perceive. Shadowless receive a +2 racial bonus on Survival and Knowledge: physical sciences checks.

Racial Feats: All Shadowless receive the Instinctive feat as a racial bonus feat. This Psionic Precursor feat, originally presented in the Psi-Watch campaign setting, gives the Shadowless the psionic subtype. Shadowless can freely select psionic or psionic precursor feats.

Instinctive Psion (Psionic Precursor)

You are incredibly lucky, and the petty inconvenience and ordinary disasters of modern life never seem to befall you. You unconsciously use your latent psi-talents to your benefit.

Benefit: You gain a pool of bonus points equal to your total character level plus your CHA modifier (minimum 2 points) each day. You may use these bonus points to improve the results of any Craft, Gamble, Profession or Repair check, spending them as you see fit. You may spend a single point to enhance multiple rolls, or spend the entire bonus to improve a single roll dramatically. You may spend your bonus pool after rolling the check, but before the results of that roll are revealed. Points unused by the end of the day are simply lost.

In addition, you may spend a single 'bonus point' to eliminate or mitigate some minor, in game annoyance. For example, you could spend a bonus point to catch a light just before it turns red, find the shortest teller line at the bank, or score similar minor blessings, subject to game master approval.

Enhanced Senses: The same enhanced vision that gives the Shadowless fleeting glimpses of the future also gives them incredible night vision. Shadowless possess *lowlight vision.*

Strength of Spirit (SU): Shadowless consciousness reinforces their physicality, and by focusing their will inward, Shadowless soldiers can perform amazing feats. Using their precog talents, Shadowless soldiers can become amazingly successful warriors.

Once per day, a Shadowless may add her CHA modifier as a bonus to either REF saves, attack rolls or her Defense score, chosen when this ability is activated. This ability remains in effect for a number of rounds equal to the Shadowless' CHA modifier. Activating this ability is a free action, and may be activated at any time, even on an opponent's

turn.

Racial Weaknesses: Conflicting possibilities and discordant visions of potential futures can paralyze a Shadowless with indecision, especially when lives are on the line. Anytime the Shadowless or any ally within 30 ft rolls a natural one on any attack roll or saving throw, in addition to suffering the normal effects, the Shadowless is considered *shaken* for 1d4 rounds, as the precog is overwhelmed with crisis-precognition and broken visions of failed futures.

Shadowless culture is relatively regimented, and focused along specific lines. This cultural rigidity limits the starting occupation a Shadowless can select. A Shadowless can usually only select the following starting occupations from the D20 Modern and D20 Future lists:

Academic, Adventurer, Athlete, Astronaut Trainee (D20 Future), Celebrity, Colonist (D20 Future), Celebrity, Doctor, Emergency Services, Entrepreneur, Heir (D20 Future), Student, Technician

IV. Welcome to the Lifechain

"Oh make me over,
I'm all that I wanna be
A walking study in demonology."
-Hole, Celebrity Skin

The Lifechain is a star-spanning ecosystem that binds mortal life firmly to the primordial gods who created the current universe. The Lifechain is a web of blood and divine heritage which has touched thousands of solar systems. Lifechained creatures have powers far in excess of their kind. They are planetary champions, conquerors, heroes and messiahs, and they owe their vast gifts to the infusion of a few molecules of ancient, divine DNA.

All Lifechained creatures share a connection, however tenuous, to Phallus Space and its gods. Some Lifechained creatures are the direct descendants of one of the Third Pantheon's dieties, and even if they do not know it, can trace their heritage back aeons to the dawn of the universe.

Others are hereditary royalty, a genetically superior planetary champion whose bloodline has been preserved through gene-treatments and selective incest, in the hopes of breeding a superior creature. Other Lifechains are the products of experimentation and reverse engineering- artificially grafting Lifechained DNA to a humanoid genome. The most feared and spectacular Lifechains are the monstrous Nemesis Lifesapwn, super-predators which hunt the star-lanes in hunt of Lifechained prey.

Players may choose to enter the Lifechain by selecting a Lifechained player race (Dhale, Half Grey, Sequence) or by selecting the Awakened Heritage Lifechain feat. Once a character has awakened to his or her Lifechain heritage, he or she may select additional Lifechain feats any time a new feat slot opens up.

Lifechain feats grant amazing powers. Lifechained creatures can shapeshift into virtually any form, manipulate energy, alter molecular structure and reality, and some wield even stranger abilities! However, power comes with a price. A Lifechained creature is easily detected by another Lifechain, and some Lifechained abilities allow a Lifechained hunter to more easily kill his demi-god brothers and sisters.

1. Acidic Spurs
2. Alpha Oppritunist
3. Awakened Heritage
4. Awe-Inspiring
5. Darkling
6. Darklighter
7. Divine Façade
8. Fortress of Thorns
9. Freeshifter
10. Godflight
11. God Static
12. Gynecologic Empathy
13. Hatred of Brothers
14. Killing Genome
15. Lantern of the Myriad
16. Lifechained Defender
17. Lifechained Healer
18. Lifechained Hunter
19. Lifechained Metamorph
20. Lifechained Primacy
21. Lifechained Titan
22. Marathoner
23. Memory of the Jungle
24. Molecular Alchemy
25. Negate Lifechain
26. Organic Airstrike
27. Polymorphic
28. Predation
29. Regen Factor
30. Shifting Universal Axis
31. Shortlifed Lifespawn
32. Speed of Darkness
33. Starleap
34. Thermonuclear Heart
35. Thornlife
36. Thornshifter
37. Unearthly Durability
38. Universal Stasis
39. Universe Skin
40. Weapon Evolution

Acidic Spurs (Lifechain Feat)

By contracting alien muscles in your hands and forearms, nearly footlong thorns burst through hidden apetures in your hands. Loaded with deadly organic acids, these quills can be fired with the simple closing of a synapse.

Prerequsite: Awakened Heritage (The Nemesis)

Benefit: As a standard attack action, you can fire an acid-impregnated quill as a ranged touch attack. The arrow deals 2d4 points of acid damage with no splash damage. The virulent acid burns for a number of rounds equal to your CON modifier, dealing an additional 2d4 points of acid damage per round, unless nuetralized first.

Your acidic spurs inflict 2d8 points of damage per round to other Lifechained creatures, since the chemicals are specifically tailored to Lifechain biology.

Alpha Oppritunist (Lifechain Feat)

Your genetic heritage enables you to survive in even the harshest environment, and gives you the edge necessary to thrive in even the most adverse conditions.

Prerequsite: Awakened Heritage

Benefit: You receive a +2 racial bonus on all Bluff and Survival checks, as well as Sleight of Hand checks made during a theft or to conceal a weapon. You receive a +2 racial bonus on FORT saves made to resist hunger, thirst or extreme environmental conditions.

Once per day, you may reroll any failed Bluff, Survival or Sleight of Hand check. You must accept the result of the second roll, even if it is worse than the first.

Special: Unlike other Lifechain feats, this feat does not increase your Lifechain feat for the purposes of predatory Lifechain abilities, making it an ideal choice for 'stealth' Lifespawn.

Awakened Heritage (Lifechain Feat)

You are one of the last children of the old gods. Your divine heritage may be limited to a few strands of DNA, passed down through the millennia. You possess incredible power and potential, and are intimately connected to the plots and schemes of the the Third Pantheon.

Traces of the old gods can be found on a hundred worlds. Divine scions may live most their life unaware of their cosmic heritage, and only awaken to their true power during a crisis. Other divine scions are a member of a warrior elite stretching back to the dawn of history, the product of a hundred generations of controlled breeding designed to preserve the divine heritage.

Benefit: Once this feat is chosen, you must select one of the following divine ancestors. Once chosen, your divine heritage cannot be changed. Your divine heritage provides you a host of unique metahuman abilities.

You gain the Lifechain subtype. Other Lifechain creatures as well as most Outsiders can sense the presence (though not precise location or power level) of any creature with a divine heritage within 1 mile. The use of any granted divine abilities is a Supernatural effect.

The Mother: The 'grandchildren' of the goddess of change, chance and sexual reproduction are gifted with a profound understanding of reproductive biology and the chemical underpinnings of emotion.

The metahuman receives a +4 racial bonus on all Knowledge: earth & life sciences, Treat Injury and Sense Motive checks. Once per day, the metahuman may add her WIS modifier as a bonus to an Initiative check or REF save; this ability can be used after the check is rolled, but before results are announced.

The metahuman can, as a full round action, touch a willing humanoid female and either induce or abort a pregnancy, safely and painlessly. Children conceived in this manner are Lifechained.

The metahuman can also choose to *cure disease* in any female creature. This ability is usable a number of times per day equal to one plus her WIS modifier (minimum twice daily).

Special: Use of this feat counts as a sexual experience for the purpose of several hentai inspired magical talents found in the *Black Tokyo campaign setting*.

The Nemesis: The children of the bastard god of painful change, torment and cruel nature are naturalists and dispassionate hunters, coldly precise scientists and feral warriors.

The metahuman receives a +4 racial bonus on all Handle Animals, Knowledge: earth & life sciences and Survival checks.

A number of times per day equal to one plus your CON modifier (minimum twice daily), you can undergo a terrifying, if short lived transformation. A needle sharp bone stinger bursts from a specially designed organelle on your palm, dripping with a short lived neurotoxin.

Your needle blade is treated as a light weapon, which inflicts 1d4 points of piercing damage, and threatens a critical hit (x3) on a roll of natural 20. You are always considered armed proficient when attacking with the stinger. The stinger is razor sharp, but not very durable, and shatters on a successful hit.

Your needle blade injects a deadly neurotoxin. Initial and secondary damage is 1d4 CON. The FORT Save DC to resist the poison is equal to 10 + ½ your ranks in Knowledge: earth & life science.

The Genesis: The offspring of the god of technology and advanced war fighting techniques possess an instinctive bond with and understanding of machines. They are technological savants and genius weapon smiths.

The metahuman receives a +4 racial bonus on any two Craft skills of choice, on all Computer Use, Drive, Pilot and Repair checks.

Each day, the metahuman can touch a mechanical device, robot or construct and instantly repair the machine. The metahuman can restore a total number of HP equal to one plus his ranks in Knowledge: technology (minimum two points). This healing can be spread over any number of repairs. Using this ability is a standard action.

In addition, by 'spending' 10 points of mechanical healing, the metahuman can upgrade an ordinary device into its masterwork equivalent. Doing so is a full round action, which provokes attacks of opportunity.

The Singular: Your divine ancestor is the universe's first betrayer, a monstrous warrior-king who ascended to absolute power through guile, military force and audacity. Like the Singular, you are a creature of unbridled ambition tempered by intelligence, precision and deliberation.

The metahuman receives a +4 racial bonus on any two Craft skills of choice, Knowledge: civics, Knowledge: tactics, and Knowledge: theology & philosophy checks. Once per day, you may add your INT bonus to any Initiative check, Hide or Move Silently check. You may add this bonus after the check is rolled, but before the results are announced.

Once per day, you may call upon your heritage as the distant spawn of the architect of the current universe. As a standard action, you may shout a paralyzing word of divine power. Any creature within 30 ft who can clearly hear and understand you who has an primary allegiance to an ethic like law, duty or to any religion or ethical philosophy must succeed at a WILL Save (DC 12 + ½ your ranks in Craft: structural) or be *paralyzed* for 1d4 rounds.

The Guardians: You are the distant offspring of the gazelle-cyborgs who protected the council of the gods and fell in a futile and heroic final stand against the Singular. Like those long ago cyber-beasts you are a lithe, graceful warrior that does not know the meaning of fear.

The metahuman receives a +4 racial bonus on Jump, Knowledge: tactics and Tumble checks. Once per day, the metahuman can declare that he or she automatically succeeds at any WILL saving throw, regardless of DC. The metahuman must declare the use this ability prior to rolling the check.

Once per day, the metahuman can instantly resequence his or her DNA, shifting their musculature and increasing cardiovascular endurance, speed and agility. As a free action, the metahuman can increase her base land speed by +30 ft. This enhancement lasts for a number of rounds equal to one plus her DEX modifier (minimum two rounds). This speed burst stacks with enhancements from other sources, including Fast Hero class levels and the Earth Dancer feat.

The Senators: Your ancestor was a member of the pan-galactic council ruled wisely and unchallenged during the last aeons of the previous universal ititeration. Like your murdered and betrayed ancestors, you are a creature of great wisdom and startling diplomatic insight.

The metahuman receives a +4 racial bonus on Diplomacy, Knowledge: civics or theology & philosophy and any two Perform checks of choice. Once per day, the metahuman may add his INT modifier as a bonus on any Initiative check, WILL Save or melee attack roll. You may add this bonus after the check is rolled, but before the results are announced.

Once per day, you can glow brilliantly, wrapped in a colored aura representing one of the four colors of the parties within the Myriad: red, white, green and blue. You can activate your aura as a standard action; it is maintained with concentration.

When you select this feat, you choose your color, and cannot change it. Allied creatures within 60 ft of you who see your glow receive a +2 holy bonus on melee attack rolls and Defense for as long as you maintain your glowing nimbus and they remain within 60 ft.

Awe-Inspiring (Lifechain Feat)

Even those unaware of your cosmic heritage are in awe of your beauty and strength of personality.

Prerequsite: Awakened Heritage, CHA 13+

Benefit: A number of times each day equal to your CHA modifier (minimum once daily), you may exploit your beauty and charisma to fascinate creatures within 30 ft, causing them to stare blankly at you in awe.

This fascination affect lasts for a number of rounds equal to your CON score (minimum one round) Targeted creatures receive a WILL Save (DC 10 + your CON modifier) to resist the fascination effect.

Roll 2d6 to see how many total levels or Hit Dice of sentient creatures (with an INT score of 5 or

greater) you can affect. Creatures with fewer HD/ levels are affected before more powerful and experienced creatures. Only creatures that can see or hear you are affected, but they do not need to understand you or share a language to be affected. Only creatures who would conceivably be sexually attracted to your gender are affected.

If you attempt to use this feat during combat, each viable target receives a +4 bonus on its saving throw. If you choose to use this feat to affect a target not in combat at the time, that target suffers a penalty on his or her saving throw equal to ½ your ranks your highest ranked Perform skill (rounded down). The fascination effect immediately ends if you or your allies attack or harm a fascinated creature in the way.

In addition, you may use their rapt attention to make your suggestions and requests seem more plausible and reasonable. While fascinated, a creature reacts as it were two steps more friendly in attitude towards you. This allows you to make a single request of the creature, provided you can communicate with it.

The request must be brief, reasonable and not conflict with the target's allegiances or self interest. Even after the fascination effect ends, the creature retains its new attitude towards you, but only with respect to that particular request. A creature who fails its saving throw does not remember the post hypnotic suggestion or that you fascinated it.

The Temptation of Power

When you enter the ocean, you enter the food chain.

The Awakened Heritage feat may seem like an especially attractive option for players; without any prerequisites, you gain an uber-feat which is at least as good as any three standard feats. Awakened Heritage is an advantage which stays relevant at any level of play, and provides an almost game breaking benefit to low level campaigns.

However, choosing Awakened Heritage puts you at risk. Your character immediately becomes a soldier in a cosmic war older than this universe, and becomes the latest link in a pan-galactic food chain. Creatures with the Lifechain subtype are some of the deadliest and most terrifying in the Otherverse, and they feed on other Lifechains.

By choosing the Awakened Heritage feat, you also choose to become especially vulnerable to Lifechain predators and sorcery. Lifechained entities, far more powerful than your character, can now sense your presence, track you effortlessly, even dominate body and mind by manipulating your alien genetics or kill you with a thought.

In short, Lifechained creatures are more powerful than non-Lifechained beings, but are the prefered prey for the worst the universe has to offer.

Darkling (Lifechain Feat)

You are a creature composed of shadow as much as you are flesh and blood. You are the living embodiment of darkness, stealth and secrecy. Lights seem dimmer and sounds seem strange and muted in your presence.

Prerequsite: Awakened Heritage (The Nemesis, The Singular, The Guardians), Hide 4 ranks, Move Silently 4 ranks, Stealthy

Benefit: All Spot, Listen and Sense Motive checks made within a 60 ft radius of you have their DC increased by an amount equal to one plus your CHA modifier (minimum two point DC increase). These apply not only to checks made specifically

against you, but all relevant skill checks made within range of your shadowy presence.

You gain *lowlight vision*, and *Darkvision* with a 60 ft range, but when you use either, your strange perceptions mean you suffer a –2 racial penalty on Diplomacy, Spot and Sense Motive checks.

Darklighter (Lifechain Feat)

You can create a field of impenetrable darkness, using your inborn techno-magic to distort the behavior of light.

Prerequsite: Darkling

Benefit: A number of times per day equal to one plus your CHA modifier (minimum twice daily), you can concentrate and create a pool of absolute darkness 60 ft in diameter, anywhere within 100 ft. You need not have a line of sight to create the psionic darkfield, if you manifest the field in an obvious place, such as behind a door or around a corner.

The darkfield is absolutely lightless, and not even low-light vision functions within its confines, though blindsight and darkvision function normally. The darkfield remains in existance for a number of minutes equal to your CHA modifier. You can see perfectly within a darkfield you create.

Divine Façade (Lifechain Feat)

You can transform into creatures of such power and majesty they blur the lines between mortal and divine.

Prerequsite: Lifechained Metamorph

Benefit: By spending an action point immediately prior to changing shape, you gain the ability to transform into a creature with the Dragon or Outsider type. When shapeshifting in this way, you make a DC 30 Concentration check. Every two points you beat the check DC by increases the CR or Hit Dice of the creature you can transform into by +1 CR/HD. Failure indicates you are limited to creatures ¾ your own HD/CR or lower.

Each additional action point spent prior to shifting grants you a +10 bonus on the Concentration check. This feat supercedes the more general rule that you can only spend a single action point per round.

Normal: When shapeshifting using the Lifechained Metamorph feat, you cannot assume the form of any dragon or outsider. The CR or Hit Dice of a chosen form cannot exceed ¾ of your own.

Fortress of Thorns (Lifechain Feat)

You can instantly accelerate the growth of microscopic plants and fungi into a lethal maze of thorns.

Prerequisite: Thornlife

Benefit: A number of times per day equal to one plus your CON score (minimum twice daily), you can create a wall of razor edged thorns, forming an impenetrable barrier of very tough, pliable, tangled brush with needle sharp thorns longer than a man's finger. Any creature forced into or attempting to move through a wall of thorns takes slashing damage per round of movement equal to 25 minus the creature's touch Defense Score.

This thorny barrier remains in existence for 1d4+1 hours, or until you concentrate on dismissing it (a full round action). At the end of this period, the thorny barrier collapses to dust, its internal stores of nutrients exhausted.

You can make the wall as thin as 5 feet thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to twice your character level. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall by making a DC 20 STR Check as a full-round action. For every 5 points by which the check exceeds 20, a creature moves 5 feet (up to a maximum distance equal to its normal land speed). Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

Any creature within the area of the effect when it is activated takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the fortress of thorns disintegrates. Creatures

with the ability to pass through overgrown areas unhindered can pass through a wall of thorns at normal speed without taking damage.

A wall of thorns can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 1d6 minutes of work. The highly flammable plant barrier burns easily.

Freeshifter (Lifechain Feat)

You are an incredible quick and versatile shapeshifter, able to change forms in the blink of an eye.

Prerequsite: Lifechained Metamorph

Benefit: You may shapeshift using the Lifechained Metamorphsis feat as a free action. You may change forms as often as once per round.

Normal: Changing shape using the Lifechained Metamorph feat is a full round action which provokes attacks of opportunity.

God Flight (Lifechain Feat)

Your body is riddled with anti-gravity organelles that allow you to fly with incredible speed and maneuverability. In the air, you're more than a match for most military Shell suits and light fighters!

Prerequistes: Awakened Heritage, DEX 13+

Benefit: You gain a natural flight speed of 90 ft (poor maneuverability). Each additional Lifechain feat you select increases your air speed by +10 ft and your maneuverability by one category.

God Static (Lifechain Feat)

With a scream of primal joy and power, you can generate a burst of impossible anti-energy. Your energy discharge takes the form of an exploding sphere of white and gray light, and is fundamentally similar to the burst of divine energy that heralded the creation of this Universal Iteration.

Prerequistes: Awakened Heritage, WIS 13+

Benefit: A number of times per day equal to your WIS modifier (minimum once daily), you can unleash a burst of white energy that severs the quantum connections between Lifechains and the Phallus which is the distant source of their powers. Unleashing the energy burst is a standard attack action.

All Lifechained creatures within a 100 ft radius of you lose access to all Lifechain abilities and return to their default forms. Lifechains can attempt to resist this white burst's effects with a FORT Save (DC 12 + ½ your total character level + your WIS modifier).

Success means the creature's Lifechain abilities are only suppressed for 1d4 rounds. Failure indicates the creature's Lifechain abilities are inaccessible for 1d6 hours. All Lifechains, aside from the caster, within the burst area are affected.

A Lifechain with this feat who is caught within the burst affect can expend a daily use of this feat to 'jam' the burst. Both creatures' daily uses of this feat are lost without effect.

Gynecologic Empathy (Lifechain Feat)

Your connection to the first, most primal Goddess gives you a DNA-deep insight into the minds and bodies of all creatures sharing the gender She invented. You can communicate with, even control the bodies and genetics of any female creature, from a little human girl to a massive dragon.

Prerequisite: Awakened Heritage (The Mother)

Benefit: You may attempt a DC 12 WIS check to determine the general emotional state and health of any female creature, including non-sentient female animals within 60 ft. Doing so is free action, which may be retried once per round, and does not provoke attacks of opportunity.

Once an empathic link is established, it remains in effect until the end of the encounter. You receive a +1 insight bonus on Diplomacy, Intimidate and Sense Motive checks, as well as a +1 insight bonus to Defense against any female life form you've established an empathic link with.

You may strengthen the bond with a particular female by taking a standard action and succeeding at a DC 22 WIS check. This check may be retried once per round, and does not provoke attacks of opportunity. You can communicate through wordless telepathy with any telepathically bound female within 1 mile. Even non-sentient animals can 'hear' your telepathic speech and react as if you had spoken to them normally.

A number of times per day equal to one plus your WIS modifier (minimum twice daily), you can speak a one word *command* or *biological imperative* similar to the mage spell. Any female creature within 30 ft you can clearly hear and understand you receives no save to resist the effect, and obeys the command. This ability will affect even mindless female creatures and those immune to mind influencing effects. This ability has no effect on males or creatures with other types of gender.

Hatred of Brothers (Lifechain Feat)

The Singular's twin sons began the war in their other-galactic mother's womb. Their endless war has shaped the galaxy's evolution and annihilated countless species. Their distant offspring possess an instinctive hatred of their rival's spawns.

Prerequistes: Awakened Heritage (The Genesis or The Nemesis)

Benefit: You are specially adapted to hunt and slay your progenitor's rivals for galactic dominance. You receive a +5 holy (The Genesis) or profane (The Nemesis) bonus on attack and damage rolls made against creatures that are Lifechained to your 'rival' brother.

If you possess any unusual attack forms, such as natural toxins or psionics, which are resisted by a saving throw, that saving throw's DC is increased by +2 when used against rival Lifechained creatures. You can sense the presence of and general direction to rival life chained creatures within 10 miles.

Drawback: You are uncomfortable in the presence of your enemies, and suffer a –4 CHA penalty when dealing with rival Lifechain creatures.

Killing Genome (Lifechain Feat)

You can reach out with your will and kill lesser Lifechained creatures with a thought, inducing ultra-rapid lethal genetic mutations and completely shutting down a victim's biology.

Prerequisite: Awakened Heritage (The Nemesis or The Singular), Lifechained Primacy

Benefit: As a standard action, you can cause the death of other Lifechained creatures. This ability affects any Lifechained creature with fewer levels or HD than you, and has an effective range of 60 ft. This ability will affect even Lifechained creatures immune to toxins and disease, but cannot affect a creature that is fully enclosed in a CBR resistant suit of armor or vehicle. This feat however cannot affect undead nor robotic Lifechained creatures, in the event that such odd creatures are allowed in your campaign.

A Lifechained creature affected by this ability must succeed at a FORT Save (DC 10 + ½ your character level + your CON modifier) or instantly drop to –1 HP and begin dying. Creatures who succeed on the save still suffer 6d6 points of damage, and cannot be affected again by this feat for 24 hours.

If you spend an action point when using this ability, the Lifechained victim suffers a circumstance penalty on his or her FORT Save equal to the number of Lifechain feats the target creature possesses.

Lantern of the Senate (Lifechain Feat)

The Senators were creatures of light and intellect, immortals sculpted from pure energy. Your genome is touched with the light of a long vanished species. You can call upon your divine heritage to project deadly lasers and impenetrable force shields in imitation of your Senator ancestors.

Prerequisite: Awakened Heritage (The Senators)

Benefit: You gain impressive energy projection abilities, the exact nature of which is determined by which color of light you project when you activate your Lifechain abilities. Once chosen, your color selection and related effects cannot be changed. Each color has a separate additional prerequisite that must be satisfied.

White Light Senators
Prerequisite: CHA 13+

The White Senators were creatures of desire and purity, with bodies of constantly fluctuating stellar plasma. Their descendants are powerful shape shifters, who turn their vast energies inward.

As a full round action, a Senator-child can reshape his or her body at will, similar to a magic user casting *change self*. The Senator-child can transform itself into any similarly sized humanoid creature of either gender. You can alter your height and weight by up to 20% when changing shape. This is an actual physical transformation, not an illusory effect. You can become pregnant in female gender, and cannot shift gender while pregnant.

You can also alter your physical features in less obvious ways, such as instantly changing hair or eye color, growing or retracting your hair, or similar feats. You can change the tone, pitch, timbre and accent of your voice by altering your vocal cords.

If you use this ability to craft a disguise, you receive a +10 bonus on the Disguise check. You can attempt to duplicate another humanoids retina patterns, fingerprints or other biometric data by succeeding at a DC 40 Disguise check.

You maintain your altered physique indefinitely, and return to your natural shape when knocked unconscious, or killed, and while you sleep. Your body physically changes, though your clothes, equipment and carried items are not affected.

Green Light Senators
Prerequisite: Craft (any) 4 ranks

Green Senators embraced change, both internal and external, and were creatures of limitless power and confidence. Their descendants can reshape matter with a passing thought.

A number of times per day equal to one plus your CHA modifier (minimum twice daily), you can transform unattended matter or sculpt impressive artifacts out of pollution. You can create an object (or a mass of valuable raw material like a diamond or gold nugget) with a Purchase DC equal to 10 + your CHA modifier.

Using this ability the metahuman can create weapons, tool kits, professional kits, even high-end electronics like computers and cell phones. Objects created in this manner are considered 'generic' production line articles. In most cases, no Craft check is required to produce the object, as the metahumans' power draws upon its hosts memories of similar objects.

Creating an exact duplicate of a specific object requires an appropriate Forgery or Craft check, the difficulty of which is determined by the object's complexity.

Blue Light Senators
Prerequisite: Iron Will

Blue Senators were intellectuals and strategists, and are creatures of electric blue logic. Their descendants display impressive telekinetic gifts.

Blue Senator-children can project a brilliant blue aura at will. This field can be projected within line of sight, up to 30 ft from the Senator-child. While using this field, the Senator-child can telekinetically manipulate objects. The telekinetic energy field is maintained through concentration, and requires a standard action to activate and maintain.

The telekinetic field is treated as a character of the caster's size, and has an effective STR score equal to the telekine's CHA score. It can lift, carry and manipulate objects exactly as if they were being manipulated by the telekine. The Myriaid-child can attempt to perform skills remotely

through the field, but suffers a –4 circumstance penalty on attempts to do so.

The field can be used to grapple an opponent or attempt to disarm an opponent, but suffers a –4 penalty on the attempt. The field cannot be manipulated quickly enough to effectively combat an opponent, nor does it provide cover or concealment.

The telekinetic can discharge the telekinetic field abruptly as a violent lance of kinetic energy. This attack is resolved as a ranged touch attack with a maximum range of 30 ft. The TK lance inflicts 2d6 + the caster's CHA modifier on a successful hit.

Red Light Senator

Prerequisite: Knowledge: tactics 4 ranks

Red Senators were the generals of the Senate's planetary armies, living weapons capable of scouring an enemy planet down to bare rock. Their descendants are dangerous energy projectors.

At will, a Red Senator-child can project a jet of plasma from anywhere on their bodies (typically hands, eyes or mouth, though a handful of exotic Senator-spawn fire equally devastating energy blasts from their torsos or genitals.) Firing an energy blast is a standard attack action. You may use appropriate gun combat feats in conjunction with your natural energy weapons.

Your energy blasts have a range increment of 15 ft. They inflict 2d6 + CHA modifier points of fire damage. Your plasma blasts inflict double damage on a critical hit (natural 20).

Lifechained Defender (Lifechain Feat)

Through an act of intense concentration, you can protect translucent energy shields, and wrap yourself in a force field-like carapace. Your bio-generated forcefields can withstand rail gun impacts and the heat-stress of reentry.

Prerequistes: Awakened Heritage (The Senators), Lantern of the Myriad, Craft: visual arts 4 ranks

Benefit: You gain a minor spell casting ability, which focuses exclusively on protective magic and telekinetic energy fields. You cast spells as a mage of your total character level. The metahuman cannot learn additional spells or copy spells from another mage's spellbook, unless she chooses a

magically gifted class.

Each day, the metahuman can cast a limited selection of spells equal to his or her ranks in Craft: visual arts. For example, a metahuman with 8 ranks could cast a total of 8 levels worth of spells per day: two fourth level spells, eight first level spells, or any other combination. Zero level spells count as ½ a spell level.

Casting spells is a standard action that provokes attacks of opportunity. The metahuman's spells require no advance preparation; he decides which spells to cast at the moment he begins speaking the words.

Spell Level	Spells (arcane)
Zero	Mage Hand
First	Mage Armor , Shield
Second	Glitterdust , Protection from Arrows/Bullets , Resist Energy
Third	Displacement
Fourth	Minor Glove of Invulnerability
Fifth	Telekinesis, Wall of Force

Lifechained Healer (Lifechain Feat)

You can call upon the near-divine quantatech rushing through your veins to perform medical miracles. You can heal with a touch, extruding invisible wisps of sub-microtech and quantum energy between yourself and those you heal.

Prerequisite: Awakened Heritage (The Mother, The Guardians, or The Nemesis), WIS 15+, Knowledge: earth & life sciences 4 ranks, Treat Injury 4 ranks

Benefit: You gain a minor spell casting ability, which allows you to heal the sick and even return the recently dead to life. You cast spells as an acolyte of your total character level. The metahuman cannot learn additional spells or copy spells from another mage's spellbook, unless she chooses a magically gifted class.

Each day, the metahuman can cast a limited selection of spells equal to his or her ranks in

Knowledge: earth & life sciences. For example, a metahuman with 8 ranks could cast a total of 8 levels worth of spells per day: two fourth level spells, eight first level spells, or any other combination. Zero level spells count as ½ a spell level.

Spell Level	Spells (divine)
Zero	Create Water, Virtue
First	Cure Light Wounds
Second	Cure Moderate Wounds, Delay Poison, Remove Paralysis
Third	Cure Serious Wounds, Remove Disease
Fourth	Nuetralize Poison, Restoration
Fifth	Mass Cure Light Wounds, Raise Dead

Casting spells is a standard action that provokes attacks of opportunity. The metahumans spells require no advance preparation; he decides which spells to cast at the moment he begins speaking the words.

Lifechained Hunter (Lifechain Feat)

You are exceptionally skilled at hunting and taking down your fellow Lifechained metahumans.

Prerequisite: Awakened Heritage, Survival 8 ranks

Benefit: You receive a +1 bonus on all attack and damage rolls made against other Lifechained creatures for every Lifechain feat you possess. Hunters with only this feat and Awakened Heritage receive a +2 bonus on attack and damage rolls against other Lifechained creatures. The maximum bonus possible is +20.

You receive a similar bonus on Bluff, Intimidate, Sense Motive and Survival checks made against a fellow Lifechained metahuman.

Once per day, you may add bonus damage equal to your CHA modifier + your total character level to a successful attack made against another Lifechained creature. You must declare this ability prior to rolling damage; this bonus damage is not multiplied on a critical hit.

Lifechained Metamorph (Lifechain Feat)

Unlike mortal creatures, forever locked into a single form, you a true shapechanger. You can adopt virtually any form you can imagine. Every part of your body, from your decentralized nervous system to your ultra-advanced mitochondria is optimized for change and physiological flexibility.

Prerequisite: Awakened Heritage, either Creative or Focused.

Benefit: You gain the Shapechanger subtype. A number of times per day equal to one plus your CON modifier (minimum twice daily), you can shape change into virtually any creature. Doing so is a full round action which provokes attacks of opportunity.

Each time you choose any feat which requires the Lifechained Metamorph feat as a prerequisite, you gain an additional use per day of this feat. You can maintain your change-form for a number of minutes equal to your total character level.

Your new form may be of the same type as your natural form or any the following types: aberration, animal, giant, humanoid, magical beast, monstrous humanoid, ooze, or vermin. You transform into a statistically typical member of the emulated species, though you can sculpt the minor details of your change-form's appearance (such as hair and eye color, facial features, gender and age) as desired.

Your assumed form cannot have Hit Dice or Challenge Rating equal to more than seventy-five percent (75%) of your own. Thus, if you select this feat as a 4th level character, you could assume the form of almost any creature of CR 3 or lower.

You must have touched a member of the species (either living or dead) to be emulated, allowing you to sample the genome to be imitated. You cannot assume a form smaller than Tiny, nor can you assume any incorporeal or gaseous form.

Your type and subtype (if any) change to match the new form. You retain your class abilities and feats while shapechanged. If you can wear or use your weapons, equipment, clothing and armor in your new form, they remain in place and provide the usual benefit. Otherwise your gear melds into your new form and becomes useless.

Upon changing, you regain lost hit points as if you had rested for a night (though this healing does not restore temporary ability damage and provide other benefits of resting; and changing back does not heal the subject further). If slain, you revert to your original form, though you remain dead.

You gain the STR, DEX and CON scores of the new form but retain your own INT, WIS and CHA scores. You also gain all extraordinary attacks and abilities possessed by the form but not supernatural or spell like abilities.

Lifechained Primacy (Lifechain Feat)

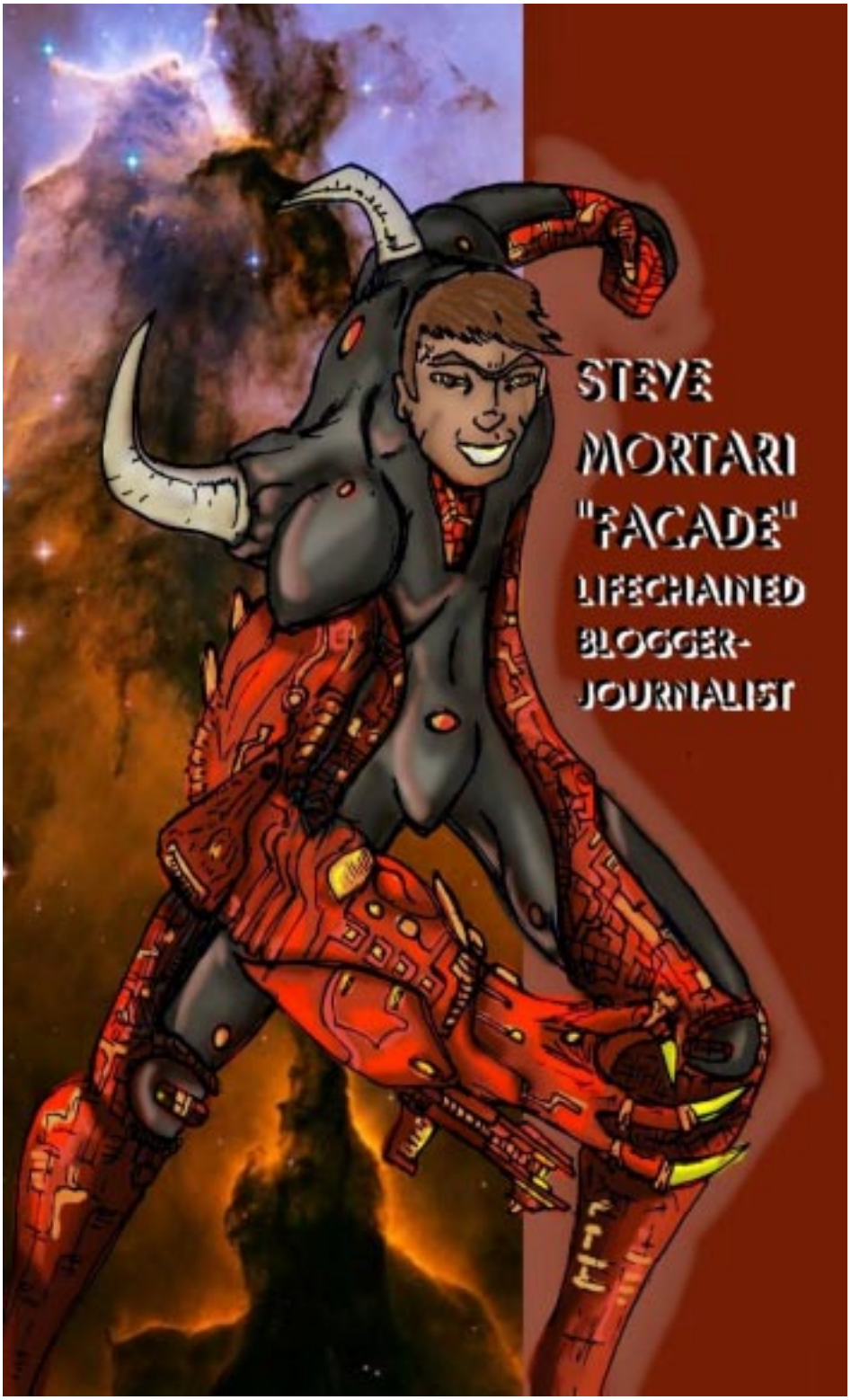
Your connection to the divine fragments of your genome is stronger than normal, and you hold a position of natural power in any Lifechained pack. You are among the most powerful of all Lifechained creatures, and can impose your will on lesser semi-divine creatures.

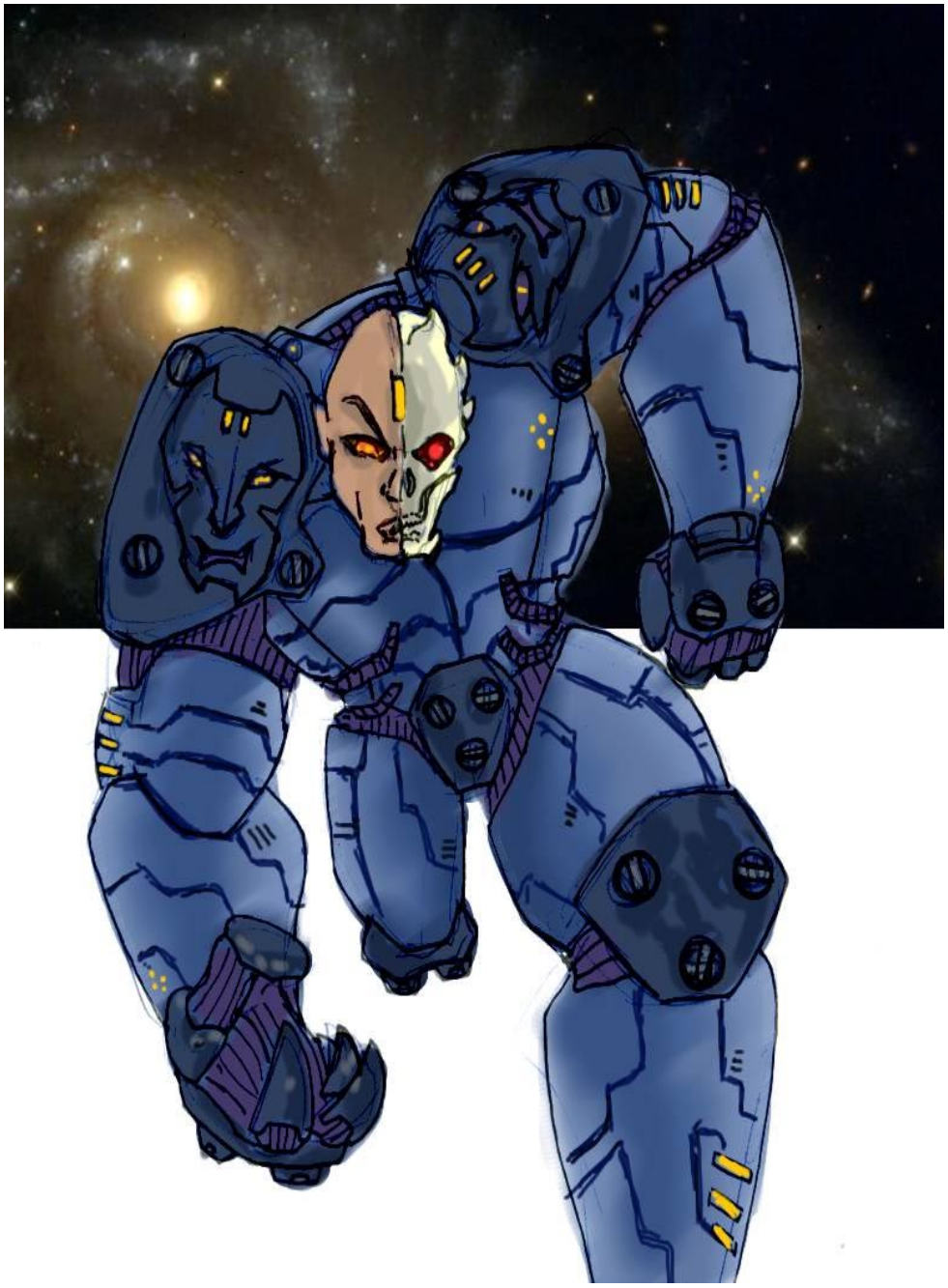
Prerequisite: Awakened Heritage, Lifechained Hunter

Benefit: Your Lifechain mutations limit the behavior of other Lifechained creatures towards you, preventing lesser Lifechains from harming you. Your body transmits an intricate series of pheromones, quantum emissions and other psi-traces detectable by (and irresistible to) other Lifechains.

Lesser Lifechains are forced to treat your command radiations as unbreakable laws of nature, as shown below. This feat affects all Lifechained creatures, even mindless creatures and those immune to mind influencing effects, and requires no action on the part of the feat holder.

- Non-Lifechained creatures are immune to the effects of this feat.
- Lifechained creatures with HD greater than yours are immune to the effects of this feat.
- Lifechained creatures with HD equal to





yours or with HD upto half your own cannot ever make an attacks of opportunity against a Lifechain with this feat.

- Lifechained creatures with HD less than half yours cannot attack a Lifechain with this feat or take any direct hostile action against that Lifechain. There is no limit to the range which this feat can 'pacify' a hostile Lifechain. Affected lesser Lifechains can still take indirect action to harm you, plot against you, attack your allies or act against you in other ways.

- Lifechained creatures with 4 or fewer HD cannot directly attack the Lifechain with this feat, nor any allies of the superior Lifechain, so long as the protected allies are within 60 ft of the prime Lifechain.

The more Lifechained feats a Lesser Lifechain selects, the more venerable they are to the effects of this feat. Each Lifechain feat possessed by a target creature lowers its effective HD/level by one for the purposes of determining if it could be affected by this feat. Thus a 8 HD outsider with two Lifechain feats would be considered a 6 HD creature for the purposes of determining if it could attack the Prime Lifechain.

Lifechained Titan (Lifechain Feat)

You stride the world as the goliath offspring of the old gods. You can grow in strength and durability at will, and at your largest, you tower over most office buildings and shake the earth with your footsteps.

Prerequistes: Awakened Heritage, any other Lifechain feat, CON 15+

Benefit: As a standard action that does not provoke attacks of opportunity, you can grow dramatically in size and strength.

Each day you receive an allotment of 'Titan points' equal to your CON score. Each Titan point spent allows you to either increase your size by one

category (to a maximum of Size colossal), immediately gaining all the benefits and penalties of changing size.

You may also spend a Titan point to increase your STR or CON modifier. Each Titan point spent increases your attribute modifier by +1. An increase to your CON score in this manner does not provide additional Titan points. You must always grow at least one size category when using Titan point to increase your attributes.

When size-shifting you may spend any combination of Titan points; there is no limit to the attribute bonus you can receive in this manner. You can choose to expend all your daily Titan points in one spectacular growth surge, or grow to a less imposing size several times throughout the day.

Each growth surge lasts a number of rounds equal to your current CON modifier.

Marathoner (Lifechain Feat)

You are incredibly fast and superhumanly agile, a genetic legacy of your superhumanly graceful gazelle-knight ancestors.

Prerequisite: Awakened Heritage (The Guardians)

Benefit: You are superhumanly graceful. You may make a vertical leap without needing to make a running start. However, if you can make a running start of at least 20 ft, you recieve a +8 bonus on the Jump check.

You may always choose to use your DEX modifier on Climb and Jump checks if it is superior to your STR modifier.

A number of times per day equal to one plus your CON modifier (minimum twice daily), you can cast any of the following spells as a mage of your total character level: *Enhance Ability* (STR or DEX only), *Spider Climb* or *Haste*.

Memory of the Jungle (Lifechain Feat)

You can tap the dim chemical memory of plants, absorbing their knowledge with a touch. Every blade of grass and tree becomes a surveillance device you can access at will.

Prerequsite: Thornlife

Benefit: By touching any non-sentient plant, you can gain an awareness of the what the plant has recently experienced. You automatically convert chemical impulses and imperceptible forensic traces into a form comprehensible by a humanoid mind.

As a full round action, you can 'see and hear' what the plant has experienced, as if the plant were a low-resolution video camera with audio pickup. You can see anything that has occurred within a 10 ft radius of the plant.

Each round of concentration allows you to 'play back' one minute of experiences. You may choose to begin the play back at any point within the last 24 hours, or within the life time of a newly seeded plant, whichever period is shorter.

Molecular Alchemy (Lifechained Feat)

You can twist the molecular structure of objects, altering their form and composition. Quanta-tech constructor bots, based on First Iteration designs smaller and far more advanced than any human or alien nano-forges manufactured today, drift invisibly from your eyes and lips, transforming the world around you.

Prerequisite: Awakened Heritage (The Mother, The Singular or The Senators (green)), Builder, INT 15+, Craft: chemical 4 ranks, Knowledge: physical sciences 4 ranks

Benefit: You gain a minor spell casting ability, which focuses on your understanding of the chemical and molecular underpinnings of reality and change. You cast spells as a mage of your total character level, including spells that are normally considered divine. The metahuman cannot learn additional spells or copy spells from another mage's spellbook, unless she chooses a magically gifted class.

Each day, the metahuman can cast a limited selection of spells equal to his or her ranks in Knowledge: physical sciences. For example, a metahuman with 8 ranks could cast a total of 8 levels worth of spells per day: two fourth level spells, eight first level spells, or any other combination. Zero level spells count as ½ a spell level.

Casting spells is a standard action that provokes attacks of opportunity. The metahumans spells require no advance preparation; he decides which spells to cast at the moment he begins speaking the words.

Spell Level	Spells (arcane) (divine)
Zero	Create Water (D), Prestidigitation (A), Resistance (A)
First	Burning Hands (A), Power Device (A), Shield (A)
Second	Enhance Ability (A), Glitterdust (A), Web (A)
Third	Hold Person (A), Slow (A), Water Breathing (A)
Fourth	Neutralize Poison (D), Stoneskin (A)
Fifth	Hold Monster (A), Wall of Iron (A) Wall of Stone (A)

Negate Lifechain (Lifechain Feat)

You can sever the genetic bonds between a Lifechained creature and the first great gods. With a touch you can do far worse than kill a Lifechain- you make them ordinary.

Prerequisite: Awakened Heritage (The Singular), Godstatic, Lifechain Primacy

Benefit: By spending an action point while making a touch attack against any other Lifechained creature, you can potentially wipe away that creature's Lifechained heritage.

The Lifechained victim must succeed at a FORT Save (DC 10 + ½ your character level + your CON modifier) or permanently lose all Lifechained feats. A victim of this attack can never again select Lifechain feats, loses the Lifechain subtype. The lost feat slots are simply wasted, and cannot be 'swapped' for another feat.

If the victim saves against this assault, this feat has no effect, but the spent action point is still lost.

Organic Airstrike (Lifechain Feat)

You can unleash devastating energy explosions that rock the earth like bunker-busting artillery. You are so powerful an energy wielder you can atomize a tank or heavy Shell in a single barrage.

Prerequisite: Awakened Heritage (any), any other Lifechain feat, the ability to project energy offensively either as a result of a feat, class ability or cybernetic implant.

Benefit: You can unleash a devastating burst of energy similar to the military air strikes you can call down using the Command Airstike feat.

Initiating an Organic Airstrike is a full round action which provokes attacks of opportunity. You must spend an action point to use this feat. When firing this devastating blast, you call a beam of incredible power from the heavens, seemingly teleporting a solar flare or cosmic lightning storm directly to earth. If you suffer damage from an attack of opportunity, you cannot use this feat, but do not lose the action point.

You may retry this ability as often as once per round.

An organic air strike inflicts 20d20 points. Half of the damage is fire or electrical damage (chosen when the air strike is called); the remainder is slashing damage from shrapnel. You can deploy the air strike either against targets in a 10 ft x 100 ft line or in a 100 ft radius sphere. You may deploy the air strike anywhere within line of sight, or to an obvious location within 500 ft even if you cannot see the targeted area.

Polymorphic (Lifechain Feat)

You can immitate advanced technology with nano-based bioorganic analogues, and can transform yourself into silicon and metallic based life forms with ease, as well as camouflage yourself as normally-unliving inorganic objects.

Prerequsite: Lifechained Metamorph

Benefit: While shapeshifting using the Lifechained Metamorph feat, you can assume the form of any Construct, Robot or Elemental with a CR/HD of ¾ your own or less and use its abilities normally.

You may also transform into any nonliving inorganic and nonmagical object (such as a car, a long sword, small home, suit of power armor), which functions virtually identically to its counterpart. Your inorganic change-form can be almost any size, from Tiny to Colossal. Transforming to objects larger than Size Huge is a full round action; otherwise it is a standard action.

You cannot assume the form of any explosive device, though if you assume the form of an item such as a gun (which operates on a finite supply of ammunition), while transforming, you sacrifice small portions of your body mass to produce a single 'clip' of ammo safely and painlessly.

While in your inanimate form, you can move normally for the object, and perceive the world through your normal senses, even if your change-form doesn't possess obvious sensors. If your inorganic change-form does not possess movement capabilities, you must return to a mobile form before acting.

Normal: When shapeshifting using the Lifechained Metamorph feat, you cannot become inorganic objects or constructs/ robots.

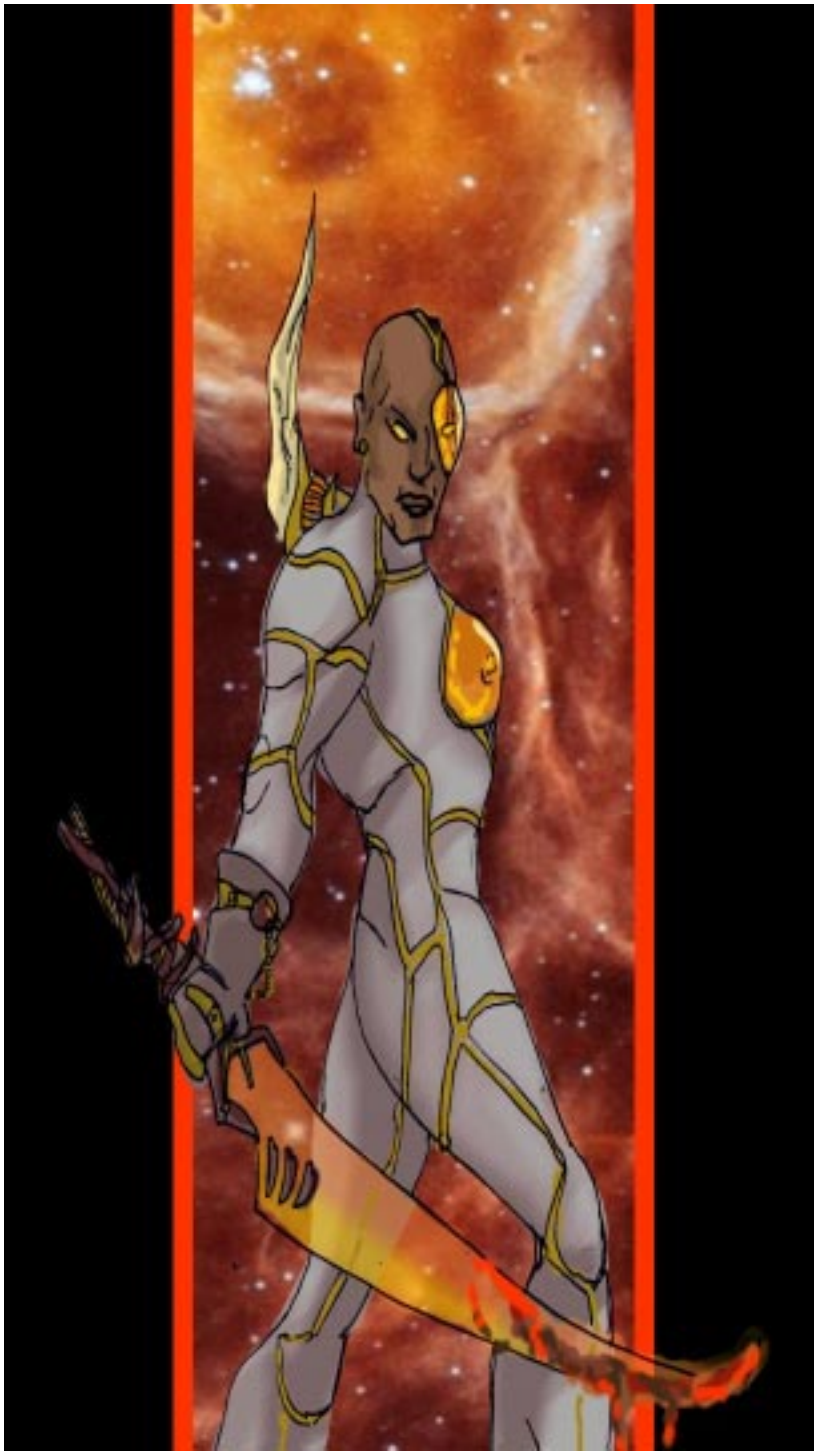
Predation (Lifechain Feat)

You are the ultimate hunter, stalking the ultimate prey. Your Lifechain mutations affect the neural tissue of your Lifechain victims, allowing you to completely disappear from their sensory landscape.

Prerequsite: Lifechained Hunter

Benefit: Other Lifechain creatures cannot easily perceive you. Unless you concentrate on remaining visible and detectable to another Lifechain, you are naturally invisible and undetectable.

Other Lifechains cannot detect you by ordinary visual senses, including lowlight and darkvision, though they can perceive you through a



camera or cybernetic sensor system. Lifechain creatures cannot perceive your scent.

Lifechained creatures can make listen checks to detect your presence, exactly as if you were truly invisible. Lifechains can detect your presence with exotic senses like Blindsense and Tremorsense as well as unusual psionic senses. Since your stealth capability involves the manipulation of Lifechained brain matter, *true seeing* and similar magic have no effect.

This feat has no effect on non-Lifechained creatures.

Regen Factor (Lifechain Feat)

Your innate shapeshifting talents allow you to instantly recover from wounds that would kill any lesser being.

Prerequsites: Lifechained Metamorph, Freeshifter, Toughness

Benefit: You are virtually impossible to kill, and your wounds seal themselves fractions of a second after they are inflicted. You gain Regeneration as an extraordinary ability.

Shifting Universal Axis (Lifechain Feat)

Your connection to the Phallus and its dark king gives you an insight into the quantum underpinnings of the universe. You can manipulate the underlying structure of reality, briefly reshaping the universe to your desires.

Prerequisite: Awakened Heritage (The Singular), INT 15+, Craft: structural 4 ranks, Knowledge: physical sciences 4 ranks

Benefit: You gain a minor spell casting ability, which focuses on your understanding of universal structure. You cast spells as a mage of your total character level. The metahuman cannot learn additional spells or copy spells from another mage's spellbook, unless she chooses a magically gifted class.

Each day, the metahuman can cast a limited selection of spells equal to his or her ranks in Knowledge: physical sciences. For example, a metahuman with 8 ranks could cast a total of 8 levels worth of spells per day: two fourth level spells, eight first level spells, or any other combination. Zero level spells count as ½ a spell level.

Casting spells is a standard action that provokes attacks of opportunity. The metahumans spells require no advance preparation; he decides which spells to cast at the moment he begins speaking the words.

Spell Level	Spells (arcane)
Zero	Detect Magical Aura
First	Change Self, Magic Weapon, Shield
Second	Arcane Lock, Blur, Levitate
Third	Dispel Magic, Displacement, Haste, Hold Person
Fourth	Dimension Door, Minor Globe of Invulnerability
Fifth	Hold Monster, Passwall, Telekinesis

Shortlived Lifespawn (General SU)

You can call upon your divine heritage to create life asexually. Bio-morphic tumors erupt from your body and quickly assume the form and characteristics of living beings. You can command your Lifespawned animals and servitors with a thought.

Prerequsites: Awakened Heritage (The Nemesis, The Genesis, The Mother), Lifechained Metamorph

Benefit: You can create armies of powerful, lifespawn servants. Alien servitors bud off your body, using the statistics of the creatures described

below. You may choose to create obviously alien, monstrous creatures, or lifespawn creatures indistinguishable from their mortal counterparts. In the case of The Genesis-descendants, your creatures always look like strange, biomechanical creatures, and resemble robotic versions of their standard counterparts.

The creatures you create have the Lifespawn subtype.

Your Lifespawn children are fully described in chapter eight of the *D20 Modern Core Rulebook.* Your children have average statistics and abilities for a member of their species. Sentient 'children' have an unshakable loyalty to you as their primary allegiance, but as sentient creatures may change their opinion towards you over time. When first created, even your sentient children will gladly obey even suicidal and atrocious commands.

Most of your children only remain in existence a short time, determined by their relative power level, before dying and rapidly decaying to dust and dried blood. You may spend action points and/or XP to bind your children permanently to the world.

You may birth different combinations of monsters each day, from hordes upon hordes of pitiful creatures to single hulking guardians. The monsters you birth are organized into rough 'birth point' categories, based upon their power level. Each category has an associated numerical value. Each day you may birth any number or combination of creatures, provided the total birth point cost does not exceed your CON score.

Birthing your dark children is incredibly painful and difficult, as the creature buds off from your body in a rush of blood and tumor like alien tissue. Birthing a child requires at least 1d4 minutes per size category, and after the birth, you are *nauseated* for 1 minute per size category. During the birth, you are effectively helpless.

There is no limit to the number of Lifespawn servitors you can create or have in existence at any one time. Your demonic children may be used as familiars, though they provide no nutritional value if consumed nor leave any useful components unless they are made permanent.

Design Note: *This feat is virtually identical to the Mother to Demons feat originally presented in Black Tokyo. It has been slightly altered to fit thematically with the other Lifechained feats. Players and gamemasters can use whichever version of the feat they prefer.*

Speed of Darkness (Lifechain Feat)

The quantum underpinnings of darkness, the dark-matter basis for the absence of light moves as quickly as speeding photons. You can borrow the speed of the dark itself.

Prerequisite: Darkling

Benefit: You receive a +10 ft bonus on your base land speed any time you are in an area of shadowy illumination or deeper darkness. If moving out of an area of darkness, and into a more brightly lit area, you retain the bonus movement until you complete your movement.

By spending an action point, the darkling can leap between any shadow large enough to contain the darkling's body, covering up to 1,000 ft with each leap Both ends of the shadow-jump must be made in an area that contains at least some shadow.

By spending an action point while shadow-jumping, you can teleport to any of the worlds of the Inner Necklace, orbiting the Phallus, regardless of your position within the galaxy.

Birth Point Category	Creature Types	Life Span	Cost to Make Permanent
One Point	Bat, Cat , Ferret, Toad, Viper	48 hours	25 XP per creature
Two Points	Dog (medium), Kobold, Hawk, Spider (medium)	24 hours	50 XP per creature
Three Points	Goblin, Horse, Spider (large) Constrictor Snake, Wolf	12 hrs	50 XP + one action point per creature
Four Points	Ape, Crocodile, Gnoll, Troglodyte	6 hours	100 XP + one action point per creature
Five Points	Bear, Bugbear, Crocodile (huge), Tiger	4 hours	200 XP + one action point per creature
Six Points	Minotaur, Monstrous Flytrap , Ogre	2 hours	500 XP + one action point per creature
Seven Points	Rotlord Fiend, Gargoyle, Medusa	1 hour	1,000 XP + one action point per creature

Call of the Phallus

You'll notice that a handful of Lifechain feats allow the metahuman to easily transport themselves across galactic distances, returning to their ancestral home in Phallus-Space with the blink of an eye. Of course, none of these feats mention any way of getting back to human controlled space. Returning to the Phallus is often a one way trip, a pilgrimage that only the desperate ever undertake.

Starleap (Lifechain Feat)

You are able to survive indefinitely in deepest space, and warp space/time around your body. You can cover galactic distances as swiftly as any starship.

Prerequsite: Awakened Heritage, either Godflight or Thermonuclear Heart, Navigate 9 ranks

Benefit: You gain the ability to cross stellar distances roughly as fast as the swiftest starships available in your campaign. The exact speed you travel is determined by the game master, and is dependant on the setting. In the Otherverse America setting, your space speed is equal to an ITF drive starship. Your space tactical speed is 4,500 ft, equal to a top of the line light starfighter.

No matter your galactic distance from Phallus-space and the Necklace, you may always return there within a few days of travel; space-time curves itself to accommodate your desire to return 'home'. To begin a space flight, you must escape the planet's gravity well and spend an action point.

By using a parabolic flight arc, you can make a sub-orbital jaunt, allowing the planet's rotation to boost your effective flight speed dramatically. You can reach anywhere on the planet in a matter of hours this way. Your tactical movement speed is unchanged when flying in atmosphere.

Thermonuclear Heart (Lifechain Feat)

Your divine heritage transforms you into something designed to survive in the vacuum of deep space. Your internal organs alter to the point they resemble the components of a room temperature fusion reactor rather than anything found in nature.

When angry or aroused, wisps of stellar plasma erupt from your body, and your eyes become windows into the heart of a star.

Prerequisite: Awakened Heritage (The Senators-Red), Lantern of the Senate (Red)

Benefit: You begin the transition from mortal to energy. You gain the Fire subtype, becoming immune to environmental heat and gaining Fire Resistance 15, which stacks with resistances granted by other sources, such as Tough hero class levels.

As your body is sustained by star-like nuclear reactions, you become immune to suffocation, stellar radiation and hard vacuum and are able to survive indefinitely in deep space. You have no need of food or water.

A number of times per day equal to one plus your CON modifier (minimum twice daily), you can fire a line of stellar plasma from your body. The 30 ft line affects all creatures in range, and inflicts 6d6 points of fire damage. Creatures caught in the line of plasma can attempt a REF Save (DC 10 + your CON modifier) for half damage.

When you are killed, you erupt in explosive plasma burst that inflicts 6d6 points of fire damage to all creatures and objects within 30 ft (DC 15 REF Save half).

Thornlife (Lifechain Feat)

Your Lifechained heritage stretches back to the dawn of life in this universe, to a simpler and more rugged form. Your mutations have given you the survival gifts and innate defenses of the plant kingdom.

Prerequisite: Awakened Heritage (The Nemesis, The Mother), CON 13+

Benefit: You gain the Plant type, becoming immune to affects that specifically target humanoids. You do not recalculate your HD, skills or feats; your class determines these.

As a plant creature, you become immune to paralysis, stunning, critical hits, as well as gaining a complete immunity to all plant based drugs and poisons (though not similar manufactured toxins). As a sentient creature, you remain vulnerable to mind influencing effects and sleep.

Your skin grows a thin leafy facade and transforms into some shade of green, red or orange, your leafy growths changing color with the seasons. You become photosynthetic, and when you are allowed at least 4 hours of direct sunlight, require no food to survive. You require as much water as a normal creature, and when spending long periods in darkness must eat normally. You may hold your breath for a number of minutes equal to your CON score, thanks to your highly efficient biology.

Thornshifter (Lifechain Feat)

You gain the ability to teleport between plants of the same species, transmuting your chylorophyll based body into strange, electromagnetic spore equivalents which dance through hyperspace, allowing you to transport virtually anywhere in the world.

Prerequsite: Thornlife

Benefit: As a standard action, you can enter any normal plant (Medium or larger) and pass any distance to a plant of the same kind in a single round, regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to you, but it also must be alive. You may use this ability a number of times per day equal to one plus your CON modifier (minimum twice daily).

If you are uncertain of the location of a particular kind of destination plant, you need merely designate direction and distance and the transport via plants spell moves you as close as possible to the desired location. If a particular destination plant is desired but the plant is not living, the spell fails and you are ejected from the entry plant.

You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its

bodies and all carried objects from the tree.

By spending an action point and expending your maximum possible daily uses of this ability, you may teleport via plants to any one of the planets occupying the Necklace orbiting the Phallus.

Unearthly Durability (Lifechain Feat)

Your cosmic heritage and multiply redundant organs make you nearly impossible to kill.

Prerequistes: Awakened Heritage, any other Lifechain Feat, Toughness

Benefit: You become immune to the effects of non-lethal damage, critical hits, wounding, ability score damage and precision based damage (such as a rouge's sneak attack), as if you were a non-living creature.

maximum load) or its equivalent per point of your CON modifier. Use the following equivalents to determine the maximum number of larger creatures you can bring along: A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth.

All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. You can't use this spell to travel through plant creatures. The destruction of an occupied plant slays you and any creatures you have brought along, and ejects the

Universal Stasis (Lifechain Feat)

Your command over the Lifechain is such that you can call directly upon the incalculable, sanity blasting power of the Singular and fundamentally alter the functioning of material reality. For just a moment, you can cause reality to pause in its endless rotation around the Phallus, stopping time so completely you even freeze quarks in their orbits!

Prerequistes: Shifting Universal Axis, Knowledge: physical sciences 12 ranks

Benefit: By spending an action point, you

completely freeze time. Out of all the universe, only you (and possibly a handful of other creatures with this feat) remain mobile and active: every other living being in the cosmos simply **stops.** Activating the universal stasis is a free action, which can be preformed on another character's turn.

You move normally through the frozen universe, though time pauses for all other creatures and objects. Even atomic and chemical reactions are suspended for the duration of the effect. You are free to act normally for 1d6+1 minutes worth of subjective time.

While the time stop is in effect, normal and magical fire, cold, gas, and the like can still harm you. While the time stop is in effect, all other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell.

Any spell or effect you generate during the time stop begins expiring during your period of subjective time, and if the area effect has a duration longer than the remaining duration of the time stop, it has its normal effects on other creatures once the time stop ends.

You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession. Nonliving objects are taken out of stasis while you interact with them, so you may use them normally, and return to statsis once you drop them.

You are undetectable while time stop lasts. You cannot enter an area protected by an antimagic field or the area of a Godstatic burst while under the effect of the universal stasis.

Special: You are aware of any Lifespawn within a 1 light year radius who activates this ability, and while you cannot prevent another Lifespawn from activating this ability, if you choose to simultaneously activate this feat, both you and the other Lifespawn may both act normally during the stasis period.

Universe Skin (Lifechain Feat)

Your body is permanently covered in a gleaming metallic carapace. Your skin has transformed into highly reflective armor. Ornate colored patches, resembling poly-chrome tattoos or birth marks move slowly across your body in predictable patterns synchronized with the movements of the captured planets orbiting the Phallus.

Your eyes are replaced with smooth crystalline lenses. Starscapes are visible in the black of your transformed eyes.

Prerequistes: Awakened Heritage (any), Awe-Inspiring

Benefit: Your transfigured skin grants you a +8 natural armor bonus to Defense. You gain Fire and Electricity Resistance 5, which stacks with resistances from other sources, including Tough Hero class levels.

Anyone who studies the shifting patterns on your gleaming body for at least one minute can attempt a DC 22 Knowledge: physical sciences check in the hopes of achieving some great cosmic insight.

If the check is successful the viewer gains a +1 morale bonus on WILL checks and all Knowledge checks for 24 hours or until he or she next sleeps. You may also attempt this check yourself, by studying your body in a mirror or during meditation. That same creature cannot retry an unsuccessful check for 24 hours. You may attempt to study your own transformed flesh in a mirror or via photograph.

Drawback: You cannot easily pass for an unmodified member of your species and suffer a –6 penalty on Disguise checks for that purpose.

Weapon Evolution (Lifechain Feat)

Advanced technology modules fold out of your otherwise organic body and snap-lock into place, transforming you into a Lifechained cyber-knight with more firepower than an AEGIS cruiser.

Prerequistes: Awakened Heritage (The Genesis, The Guardians), Lifechained Metamorph, CON 13+

Benefit: At will, as a standard action, you can shapeshift parts of your body into a variety of deadly ultra-tech firearms and energy weapons. Your weapon modules emerge from beneath your skin, locking into hard points on your arms, wrists and hands. Heavy bore energy cannons and rail guns lock into place atop your shoulders.

Once manifested, you may attack with your onboard weapons as a standard attack action. Gun combat feats like Strafe or Controlled Burst apply normally to your manifested weapons.

You can customize your onboard weapons to suit the situation at hand. Your onboard weapons inflict 1d6 points of damage per every two character levels / HD, rounded down, up to a maximum of 10d6 points of damage at 20th level or at 20 HD.

When manifesting your onboard weapons, you choose which type of damage the rounds/energy pulses inflict from the following list: Ballistic, Subdual, Fire, Cold Electrical or Sonic. You may reconfigure your weapon to deal a different type of damage as a standard action, which provokes attacks of opportunity.

Your onboard weapons have a 50 ft range increment, and these onboard weapons can fire a number of shots, of any type, equal to your CON score. Once these shots are expended, your weapons retract into your body, and you cannot use this feat again for 1 hour, while your techno-organic body 'recharges'. You may refill a partially empty 'bio-clip' with an hour of non-use; retracting the onboard weapons is a standard action which does not provoke attacks of opportunity.

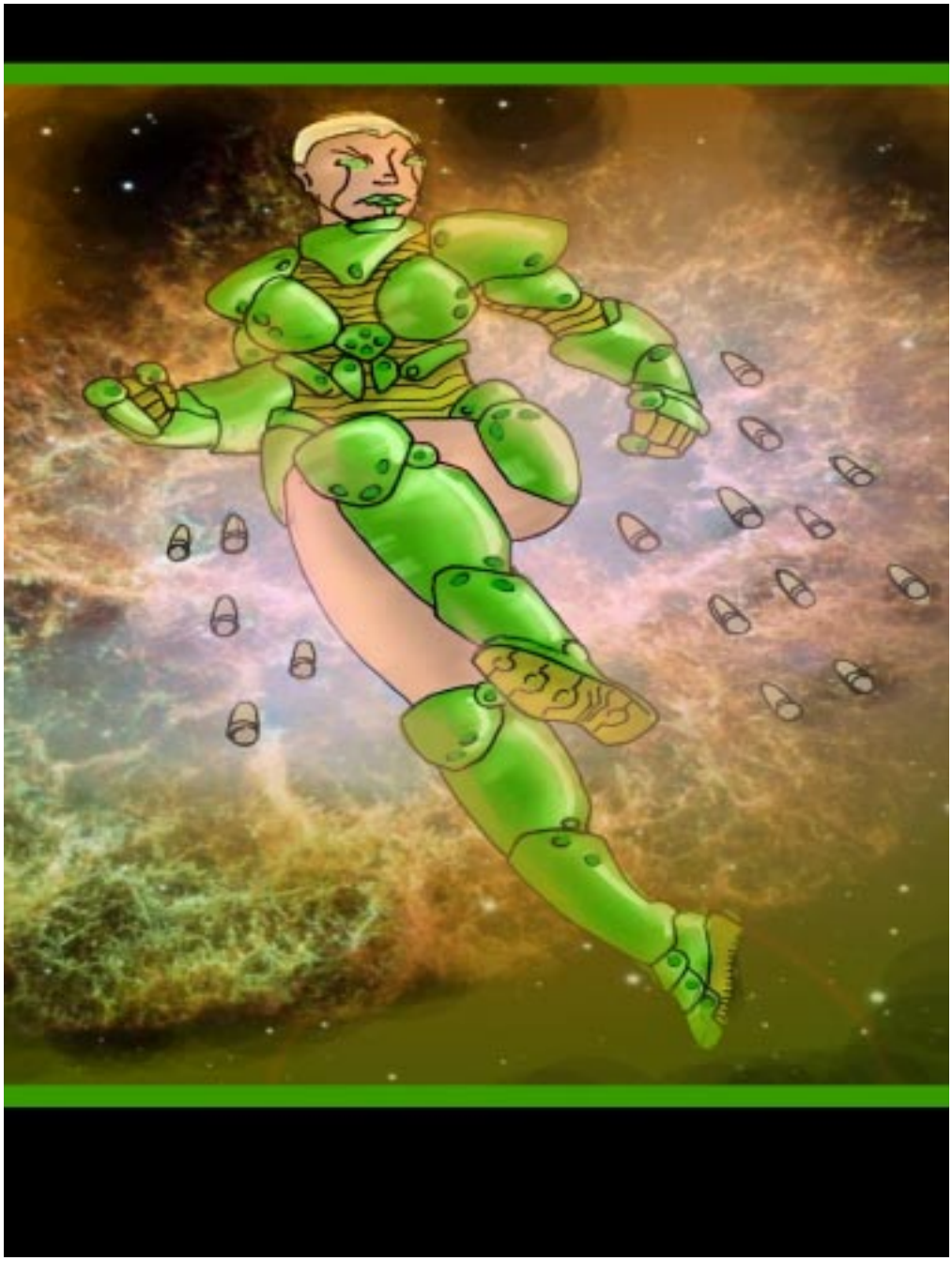
Mark of the Beast

The Nemesis Lifechain is the most common, and most communicable Lifechained bloodline. Nemesis Lifespawn spread their evolutionary gifts in their saliva, in their blood and carry the Lifechained genome in their sperm, meat and marrow. Techniques for harvesting Nemesis Lifechain organs are well documented, and creatures surviving an encounter with a fearsome Nemesis Lifespawn like a Slow or a Cropduster might find themselves mutating into Lifechained aberrations.

On Earth, far from the legends of Phallus Space and the old superstitions, Nemesis Lifespawn are treated no differently than any other Lifechained creature. Nemesis Lifespawn served heroically on both sides during the Abortion War, and are equally common in both camps. Despite their distant ancestor's sadism and evil, some of earth's greatest Powered heroes wear the horns of a Nemesis Lifespawn. In fact, Nemesis and Genesis Lifespawn often fight alongside one another in Terran combat squads.

Across the galaxy though, Nemesis (and to an even greater extent, Singular) Lifespawn face a harsher reception. Many xeno-colonies and space stations prohibit Nemesis Lifespawn from landing all together, while other settlements execute Nemesis Lifespawn on sight; humanoid Lifespawn are just as unwelcome as a Nemesis Hellraider incursion. Many worlds have Genesis Lifespawn (or even Tetratagon!) protectors, who keep an endless vigil for their ancient adversaries.

The Stonecutter Mercantile Sphere has legal protections in place to protect innocent Nemesis Lifespawn from persecution and summary execution. As a result, Earth-born Nemesis Lifespawn wandering the galaxy often book passage on Stonecutter ships, and only feel truly comfortable aboard Stonecutter stations.



The Lifespawn Paragon Advanced Class

Lifespawn Paragons are the mortal offspring of the gods, beings of such incredible power that in many cases they eventually come to dominate the worlds of their birth. All Lifespawn are powerful, but Lifespawn Paragons take that power to its logical conclusions. Lesser Lifespawn might be able to run faster than a combat shell suit can fly; Lifespawn Paragons can bend the curvature of time/space to their will. Lesser Lifespawn can punch through an engine block; Lifespawn Paragons can bring down a skyscraper in a single blow. Other Lifespawn can heal the wounded; Lifespawn Paragons can resurrect the dead, or terraform entire ecosystems purely through their own innate power.

Profile of a Lifespawn Paragon

Lifespawn Paragons are Lifechained men and women who choose to explore their divine bloodline and push their abilities to the fullest. These powerful, dedicated Lifespawn have awakened to the full power of their birth-right and have mastered abilities that border on the magical. Even Jigsaw physicists- the most advanced and perceptive scientists in the galaxy – can't explain exactly *how* these powerful beings are able to perform their most spectacular feats. However, even the most basic and rudimentary understanding of Paragon biology and psychology has lead to scientific and cultural revolutions on thousands of sentient worlds, Earth included.

The fastest path into the Lifespawn Paragon advanced class is through the Strong Hero basic class, though other paths are possible. Raw combat ability, an incredibly strong will and a vital connection to the Lifespawn are the vital elements for entry to this class, and while the Strong Hero's high BAB progression means he can most easily enter this class, virtually any basic class brings its own strengths to the mix. The largest barrier to entry into this class are the required trio of Lifechained feats, as well as the potentially costly, months-long (or even years-long) pilgrimage into Phallus Space. The pilgrimage component provides gamemasters a way

to regulate who enters this advanced class: if you don't want your characters to become Lifespawn Paragons, simply never let them get near an ITF-capable starship.

The Lifespawn Paragon in the Campaign

There are relatively few Lifespawn Paragons scattered across the galaxy; few creatures ever evolve their Lifechained mutations to the point they could even *consider* entry into this class, much less undertake the dangerous pilgrimage into Phallus Space. The number of Paragons operating on Earth can be counted on two hands, and these powerful warriors are the ultimate 'force multipliers'. A single Lifespawn Paragon is easily worth a half dozen lesser metahumans, which in turn have the combat capability of an entire small regiment.

Cold Front, Life Tank, Reactor, Ultimate….. the names of Earth's most famous Lifespawn Paragons are written boldly across recent history. Some meta-scholars speculate that Barron herself may have become a Paragon at some time during her long, long existence. A nominally Choicer group of young Paragons calling itself "The New Power" operates out of San Francisco, and these powerful but inexperienced warriors have become the prime target of the Lifer nation, and an impressive new weapon for the Choicers.

Requirements:
To qualify to become a Lifespawn Paragon, a character must fulfill the following criteria.
Base Attack Bonus: +5
Feats: Awakened Heritage, Awe-Inspiring, any other Lifechained Feat, Iron Will
Special: The character must have journeyed to the heart of the galaxy at least one in his life, and ventured at least as close as the Outer Necklace of the Phallus. This powerful, almost god-like advanced class is only available to those who have made the dangerous pilgrimage into Phallus Space and returned alive.

Class Information
The following information pertains to the Lifespawn Paragon advanced class.

Hit Die
The Lifespawn Paragon gains 2d6 hit points per level. The character's Constitution modifier applies. These beings are incredibly strong and durable, capable of easily shrugging off small arms fire, and battling entire platoons to a standstill. They always receive at least 2 HP per level!

Class Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+0	+1	Divine Transfiguration, Godwar x1/day	+1	+2
2nd	+2	+2	+0	+2	Cosmic Insight, Lifechained Feat	+1	+2
3rd	+3	+2	+1	+2	Lifechained Feat	+2	+2
4th	+4	+2	+1	+2	Lifechained Feat	+2	+3
5th	+5	+3	+1	+3	Evolutionary Flux, Godwar 2x/day	+3	+3
6th	+6	+3	+2	+3	Lifechained Feat	+3	+3
7th	+7	+4	+2	+4	Purposeful Deity	+4	+4
8th	+8	+4	+2	+4	Lifechained Feat	+4	+4
9th	+9	+4	+3	+4	Lifechained Feat	+5	+4
10th	+10	+5	+3	+5	Life Masque, Godwar x3/day	+5	+5

Silently (DEX), Read/Write Language, Speak Language, Spot (WIS), Survival (WIS)

Skill Points at Each Level: 3 + INT modifier

Divine Transfiguration (SU): When calling upon their Lifespawn abilities, the Paragon's physical appearance changes dramatically, with their new form providing a hint as to their divine heritage.

- The Mother: Creatures descended from the Mother are enveloped in a corona of cool green flames when they use their Lifechained powers. Females with this bloodline find their breasts and genitals engorging with arousal when they power up.

- The Singular: Shadowy purple-black energy discharges crawl across the Lifespawn's body when she uses his powers, and chitin armor plating emerges through the skin of his arms and hands.

- The Nemesis: Nemesis Lifespawn are marked by huge, jutting calcium and iron horns which burst from their shoulder blades or spine, ripping painlessly through flesh and even light clothing.

- The Genesis: Genesis Lifespawn have their skins hardening and becoming as cool and slick as tank armor, while circuit-like patterns of glowing blue or crimson energy appear across their bodies.

- The Senators: Lifespawn Paragons of Senator descent are accompanied with by a brilliant halo effect when they use their

Action Points
The Lifespawn Paragon gains a number of action points equal to 6 + one-half of his character level, rounded down every time he attains a new level in this class.

Class Skills
The Lifespawn Paragon's class skills are as follows.
Balance (DEX), Concentration (CON), Diplomacy (CHA), Handle Animal (CHA), Hide (DEX), Intimidate (CHA), Jump (STR), Knowledge (arcane lore, history, physical sciences, tactics, theology & philosophy) (INT), Listen (WIS), Move

powers. Their eyes glow with alien light in one of the colors of the Senate.

- The Guardians: Paragons descended from the Guardians find their lower legs twisting and reorganizing themselves, becoming digitigrade (reverse articulated). Many male Guardian-spawn manifest impressive, ram-like horns or deer-like racks of antlers when using their post-human talents.

This transformation occurs automatically and involuntarily when the Paragon activates any Lifechained feat or class ability, and remains for up to ten minutes after the Paragon ceases using any metahuman talent. These transformations make it difficult for the Paragon to pass for an unmodified member of their species, and impose a -6 penalty on Disguise checks made to do so.

Godwar (SU): Lifespawn Paragons are among the greatest warriors the universe has ever known. These incredible champions can win against seemingly overwhelming odds, and can cut down adversaries capable of laying whole out-colonies to waste.

Once per day, a Paragon may activate his Godwar talent. Doing so allows the Paragon to add an insight bonus to his Base Attack Bonus and to damage rolls equal to the effective number of Lifechained feats he possesses.

This bonus remains in existence for one round; activating this ability is a free action. The Lifespawn Paragon must announce the use of this ability prior to rolling to strike. Since this is an actual increase to the Paragon's Base Attack Bonus (even if it is only a temporary one), it provides the Paragon with additional attacks when choosing the full attack option.

The Paragon may use this ability twice per day at fifth level, and three times per day at 10th level.

Action Enhancement: Lifespawn Paragons are capable of remarkable feats on the battlefield, and can single-handedly turn the tide of history. There is no limit to the number of action points a Paragon may expend in a round in order to improve an attack roll. When using action points to enhance any attack roll, the Paragon can expend as many action points as he feels comfortable doing; the bonus provided by each spent action point stacks.

Cosmic Insight (EX): The Lifespawn Paragon's pilgrimage to the source of his power has permanently altered his consciousness. Starting at 2nd level, the Lifespawn Paragon may add half his class level (rounded down) as an insight bonus on the following skill checks:

Concentration, Craft (any), Knowledge (arcane lore, history, physical sciences, theology & philosophy)

Evolutionary Flux (SU): Beginning at fifth level, a Lifespawn Paragon may expend an action point to temporarily alter their assortment of Lifechain feats, allowing them to instantly evolve to meet any challenge.

When this ability is activated the Paragon may select a number of Lifechained feats equal to his CON modifier (minimum one feat); he or she can then replace these abilities with any other Lifechained feat he meets the prerequisite for. If the removed feats form the prerequisite for other Lifechained talents, those feats remain inaccessible for the duration of the transformation.

This transformation is a move-equivalent action, which does not provoke attacks of opportunity. The transformation remains in effect for a number of minutes equal to the Lifespawn Paragon's CON modifier plus his Paragon class level, or may be dismissed at any time.

Action Enhancement: By expending an action point, the Paragon can alter other Lifechain's genetic structures in the same way he manipulates his own. As a standard action, the Lifespawn Paragon affect the genetics of all Lifechains within a 60 ft radius. At the Paragon's option, he can simply negate the Lifechain feats, or temporarily replace them with another Lifechained feat in the same manner as he uses his Evolutionary Flux ability.

Unwilling Lifechained creatures can resist this effect by succeeding at a FORT Save (DC 12 +

the Paragon's CON Modifier + ½ his class level). Lost or altered Lifechained Feats return to normal in a number of minutes equal to the Paragon's CON modifier plus his class level, or the Paragon may choose to dismiss the alteration at any time. There is no set limit to the number of different Lifechains the Paragon may affect simultaneously, but the Paragon may only alter a total number of Lifechain feats equal to his CON modifier plus his class level.

Purposeful Deity (SU): At 7th level, the Lifespawn Paragon gains mastery over a particular set of skills , which become the focus and center point of the Paragon's existence and capabilities. Select any two skills that the Paragon has at least one rank invested in. When making any check using either of those skills, the Paragon receives an insight bonus equal to his effective number of Lifechained feats.

Life Masque (EX): A 10th level Lifespawn Paragon has evolved past the limitations and exploitable flaws which mar the perfection of the Lifechained genome. A 10th Level Paragon is no longer considered to be a non-Lifechained creature when determining how a hostile effect will interact with the character.

V. A Lethal Beauty: The Lifechained Beastiary

*" **Question:** How are the bees?*

Answers:
amazing things amazing things amazing things
bees in amber
a monstrous verminous bug
spiders and bees"
- The Sleeping Princess, from the I Love Bees.com Alternate Reality Game

The rigors of the Lifechain have produced some of the strangest, most deadly super-predators ever to evolve. These massive beasts are free from any of the restrictions and limitations of mortal biology, save for hunger and a drive to reproduce. Some have evolved in the depths of space: deep-sea anglers with a hunting range measured in parsecs.

Other Lifechained monstrosities were born in the depths of Phallus Space, the top predators on worlds filled with lethal prey and even more lethal competitors. The oldest and most terrifying of the Lifechains are the scattered remnants of a previous draft of the universe, creatures so powerful they survived the death and rebirth of reality itself!

The Lifechained monstrosities described in this bestiary are designed for use in the Otherverse America campaign setting. These creatures prowl the darkness of space, and are powerful (and ravenous enough) to destroy a human out-colony single handedly.

Earth's Abortion War and endless sectarian violence is a microcosm, a dim reflection of a semi-divine war that has been fought since the dawn of creation. The Lifechained are soldiers in this ancient war, and occasionally one of these deadly living weapons makes its way into Earth Space, in search of new hunting grounds and Lifechained prey.

The Lifechained bestiary can be incorporated in any sci-fi or modern horror campaign setting, but they are most effective in campaigns incorporating Lifechained feats. Without the intimate, genetic level connection to Lifechain PCs these monsters lose much of their impact and become just another xeno-predator.

A note on monster format

The Lifechained creatures are organized by their English code names, similar to how foreign

aircraft and submarines are classified by the US military.

Since these new monsters are (almost) all Lifechained creatures, they are vulnerable to Lifechained PCs; the number of 'effective' Lifechained feats the creature possess, and its vulnerability to predatory Lifechain feats is listed beside the creature's type and Challenge Rating.

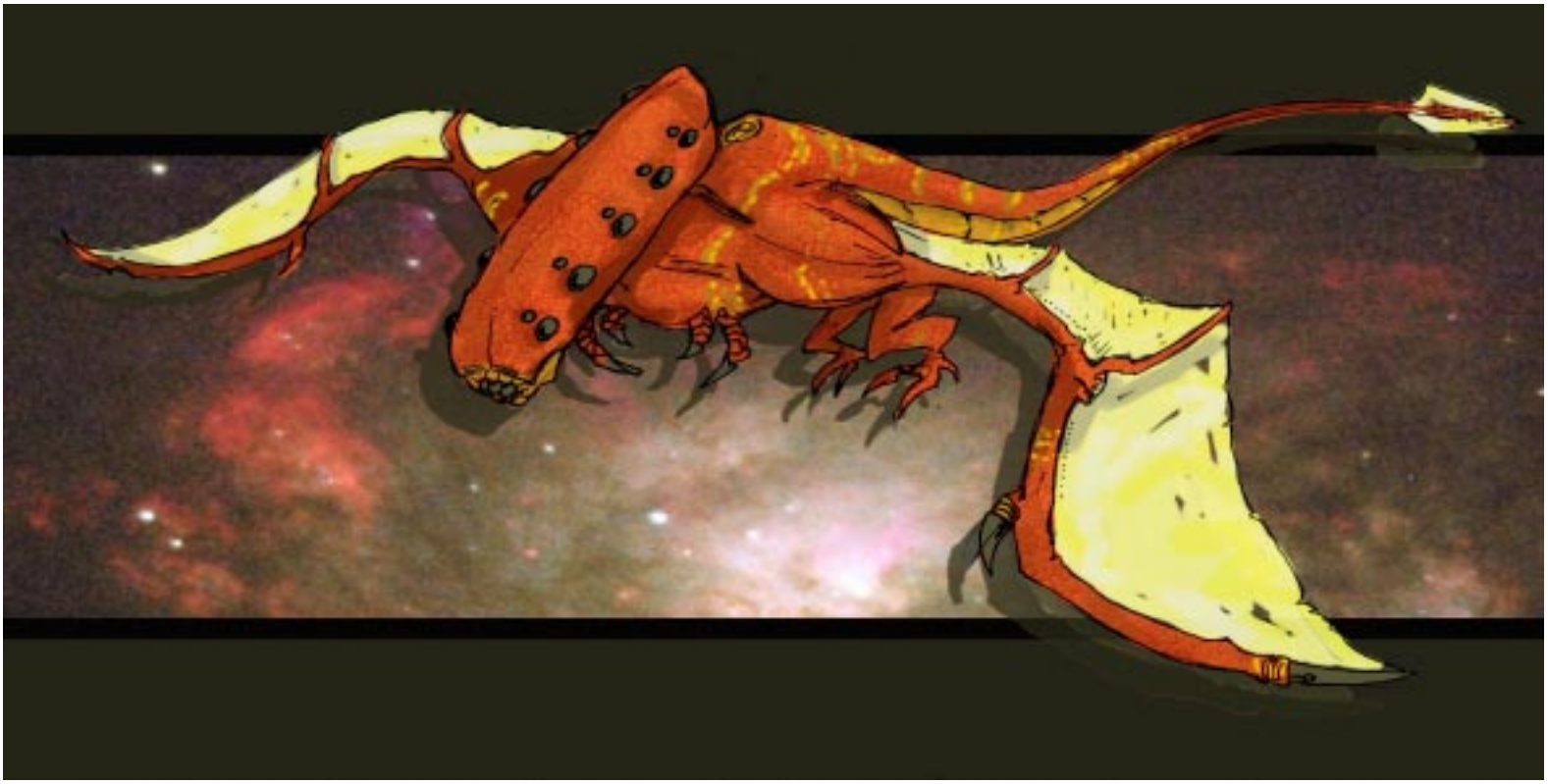
1. 1. Cropduster (CR 3)
2. Gazelle (CR 9)
3. Grieving Servants (CR 1)
4. Hostage Taker (CR 6)
5. Linker (CR ½)
6. Nemesis Hellraider (CR 23)
7. Overlord Dragons (CR 25)
8. Piston-Cat (CR ¼)
9. Razor Light (CR 8)
10. Scorpion Mirage (CR 8)
11. Senators (CR 21)
12. Slow / Carrier (CR 12)
13. Sniper Lime (CR 5)
14. Tetratagon Judge-Type (CR 17)
15. Truegrey (CR 7)
16. Valkarie-Type (CR 13)

Cropduster (CR 3)
Large Lifechained Animal
Lifechain: 1
Init +4; **Senses** Lowlight vision, Scent **Aura** None
Languages None

Defense 15, **touch** 13, **flat-footed** 11
hp 4d8+16 (34 hp)
Fort +8, **Ref** +8, **Will** +2

Speed 20 ft / flight 60 ft (good)
Melee +5 melee (1d8+2 rake)
Melee Space 10 x 10 ft.; **Reach** 10 ft.
Base Atk +3; **Grp** +9
Atk Options +5 melee (1d8+2 rake) or +7 melee (2d10+2 power dive)
Special Actions: Power Dive; Mutagenic Pheromones (FORT DC 19 Negates; initial and secondary damage 1d6 CON, victim gains Lifechain type if damaged by toxin)

Abilities STR 14 DEX 19 CON 18 INT 2 WIS 12 CHA 6
SQ Lowlight vision, Scent, Mutagenic Pheromones
Feats None
Skills Spot +6, Survival +5, Listen +2
Possessions None



Cropdusters are a relatively minor form of Lifechained predator, common to the Dhale home world, *Vernis*. The creatures are large leather skinned avians bigger than a Humvee. Cropdusters have long, cylindrical skulls studded with multiple rows of small eyes. Like many highly toxic creatures, their bodies are riots of brilliant color; these strangely beautiful creatures are decorated with fiery red, black and yellow scales.

The Cropdusters get their codename from their ability to release a mixture of urine and Lifechain impregnated hormonal gels. Any creature unfortunate enough to be beneath the creature's flight path risks painful, debilitating mutations and Lifechain contamination. Those surviving this toxic rain find themselves mutating into Lifechained creatures themselves, making the Cropdusters a vital part of the Lifechained ecosystem.

The Cropdusters themselves are a mostly harmless species, which feeds almost exclusively on Lifechained carrion. A few days after a 'scenting' flight, Cropdusters descend to feed on the mutated remains of those creatures that perished after exposure to their mutagenic cloud. C

Cropdusters were first encountered on Earth in August of 2074, when a Lifer terror cell released a flight of the monsters over the Choicer-held city of Olympia, Washington. Nearly two hundred people died from exposure to Cropduster bio-toxin, and some estimates place the number of Lifechain tainted mutates produced by the terror attack at more than 6,500.

Lifechained: The Cropduster is a Lifechained creature. The creature is considered to have a single Lifechain feat for the purposes of predatory Lifechain abilities.

Powerdive (EX): The Cropduster makes up for its relatively short, dull claws by using its speed, inertia and body mass as a weapon. If the creature attacks at the end of an aerial charge, it inflicts extra damage with a successful rake.

Mutagenic Pheromones (EX): The Cropduster can expel a highly toxic cloud of Lifechain-positive urine and hormonal gels as it flies. Releasing this chemical cloud is a free action for the creature, and can be performed as often as once per minute.

The toxic cloud expands to fill a 60 ft spherical radius, and descends earthward at around 90 ft per round. The mutagens within the cloud remain active for a number of rounds equal to the Cropduster's CON score. A strong wind (more than 15 mph) can disperse the cloud in a single round.

Cropduster Bio-toxin

The cloud is treated as an inhalation toxin, with a FORT Save equal to DC 15 + the Cropduster's CON modifier, usually DC 19).

Initial and secondary damage is 1d6 CON. If a creature suffers secondary damage from the toxin, he or she must attempt a second FORT save 24 hours later, otherwise the ability score damage becomes permanent ability drain.

If a creature suffers any damage from the bio-toxin, he or she gains the Awakened Heritage (Nemesis) Lifechain feat and gains the Lifechained subtype. If an already-Lifechained creature is exposed to the toxin, they do not mutate further.

Gazelle (CR 9)
Medium Lifechained Monstrous Humanoid
Init +4; **Senses** Darkvision 60 ft, Scent **Aura** None
Languages Celestial

Defense 22**, touch** 14 ,**flat-footed** 18
hp 12d8+48 (102 hp)
Immune Disease, Poison, Suffocation, Ballistic Damage. Also immune to any effect that would slow, entangle the creature or hinder it's movement
Resist Critical Hits (50%- heavy fortification), Fire 5, Cold 5, Electricity 5
SR 12
Fort +8, **Ref** +12, **Will** +10

Speed 50 ft
Melee +15 melee (2d4+3 saber, crit 19-20, x2)
Melee Space 5 ft x 5 ft.; **Reach** 5 ft.
Base Atk +12; **Grp** +15
Atk Options +15 melee (2d4+3 saber, crit 19-20, x2) or Righteous Charge +17 melee (4d4+6 saber, crit 19-20, x3) or +16 ranged (2d8 ballistic, 50 ft range increment, wrist cannons)
Usually Power attacks for –5 to hit, +5 to damage

Abilities STR 16 DEX 19 CON 18 INT 11 WIS 14 CHA 13
SQ Alacrity, Celestial Perfection
Feats Acrobatic (B), Run (B), Improved Bull Rush, Power Attack, Cleave, Great Cleave
Skills Jump +20, Tumble +21
Possessions 2 masterwork sabers, stored in integrated body sheaths

Note: A Gazelle warrior is illustrated in the Senator monster entry.

Once upon a time, legions of Gazelle knights protected the Senators, defending an older, better universe from betrayal, greed and hatred, both from within and from without. As far as any Earth scientist knows, the last Gazelle died out long before the Big Bang. Only partially preserved and badly damaged specimens have ever been found, half buried in the sediment of Inner Necklace worlds. A living example of this species has never been seen by living eyes. Of course, there are rumors that a handful of Gazelle regiments survived the destruction of their reality, but rumors are all they are….

From what archelogists have been able to piece together, a Gazelle is a heavily armored, and incredibly graceful and swift combat cyborg. Males of the species stood nearly seven feet tall, and their impressive cranial horns and polymer antler arrays added another 2-3 feet to their height.Their lithe, armored bodies were the white of a new snowfall, decorated with intricate black and gold circuit like designs and energy conduits. Their forearm weapons resemble teardrop shaped black bracers, and are capable of firing more than 6,000 rounds per minute.

As deadly as a Gazelle's guns are, they are even more terrifying when wielding their twin sabers-molecule-thin scimitars impregnated with white dwarf matter. A Gazelle in battle is a living whirlwind, a dervish capable of slicing an entire armored column to ribbons singlehandedly. These creatures were said to be so agile they could dance between bullets, killing dozens in the time it would take a lesser warrior to even draw their weapons.

Aclarity (EX): Gazelles are graceful to the point of being superhuman; they are among the swiftest, most agile beings ever to live. Gazelles receive Run and Acrobatic as racial bonus feat.

The nimble warriors can leap incredible heights and distances. Their maximum jump distance is not limited by their height. A Gazelle does not need to make a running start before performing a long jump; however, if the Gazelle has at least a 20 ft running start, it receives a +20 bonus on the check.

A Gazelle is under a constant protective aura, which negates friction and conventional obstacles, similar to the effects of a *freedom of movement* spell. A Gazelle is immune to *slow, entangle, grease* and any similar spell or mundane effect which would hinder its mobility.

Celestial Perfection (EX): A Gazelle's cybernetically enhanced body represents the pinnacle of technology for a long-vanished culture. The Gazelle is immune to Disease, Poison and Suffocation/Vacuum.

Ballistic weapons cannot harm the Gazelle thanks to their multiply layered reactive armor plates.

The Gazelle is equipped with the heavy fortification feature, which provides the warrior with a 50% chance to negate the effects of a critical hit. In addition, the Gazelle has an impressive array of energy resistances.

Righteous Charge (EX): Gazelles were known for their headlong charges into the face of universal evil. They inflict additional damage with a successful charge attack (4d4+6 slashing), and the critical multiplier of their sabers increases to x3 when charging. A charging Gazelle does not suffer a penalty to Defense.

Integrated Weapons (EX): Gazelles prefer to charge into noble combat and make great war with their gleaming blades. However, the cybernetic knights are equipped with a pair of integrated, fully-automatic slug-throwers built into its forearm bracers. These onboard guns have impressive range and damage, and fire caseless rounds (similar to military depleted uranium rounds) manufactured by the Gazelle's internal nano-colonies.

Grieving Servant (CR 1)
Medium Construct
Init +1; **Senses** Darkvision 60 ft **Aura** None
Languages Half Grey, English or other Terran language of choice

Defense 11**, touch** 11, **flat-footed** 10
hp 1d10+10 (16 hp)
Immune Critical hits, stunning, non-lethal damage, ability damage, energy drain, massive damage. Mind influencing effects, sleep, paralysis, stunning, disease, poison.
Fort +0, **Ref** +1, **Will** +2

Speed 30 ft
Melee +0 melee (1d4 slam)
Melee Space 5 ft x 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +1
Atk Options +0 melee (1d4 slam) or Brain Lock (WILL DC 11 Negates; paralysis for 3 minutes, 100 ft range)
Special Actions: Brain Lock
Psi-Like Abilities (3rd): Brain Lock, at will.

Abilities STR 10 DEX 13 CON - INT 6 WIS 15 CHA 1
SQ Servitor Traits
Feats Surgery (B), Xeno-Medic (B)
Skills Investigate +6, Treat Injury +6, Spot +6
Possessions Medical kit, Surgery kit, Evidence kit, Chemical kit

Grieving Servantss are not Lifechained creatures themselves, though they are commonly used as tools among one of the galaxy's best known Lifechained species. These petite constructs resemble emaciated humans of indeterminate gender, with skins cut from greyish white silicon. They have slightly swollen skulls, tiny lips and no obvious nasal passages. Their eyes are enormous and black as obsidian; these sophisticated androids receive their name from the lubricating tears they shed constantly. The black lines of dried tears stain their flat, inhuman cheeks.

The Grieving Servants resemble the media-fed human conception of the "Grey Aliens" of science fiction fame. This resemblence is intentional. These androids are the servitors of the Half Grey species and of their independent Truegrey creches. These small androids resemble smaller, weaker versions of the long extinct Truegrey species.

Grieving Servants are extremely rare on Earth. Their expense and the difficulties involved in their creations ensure these mysterious, hardworking androids are more of an urban legend than a genuine factor of urban life. There's rumors that the Half Grey enclave in San Fransisco owns a handful of these androids, and unconformed reports that a pair of Greiving Servitors have fallen into the hands of the Lifer government.

Servitor Traits (EX): Grieving Servants are immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a FORT save unless the effect also works on objects or is harmless. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Grieving Servants cannot heal damage on their own but can be repaired using the Repair skill. A successful Repair check (DC 45) heals 1d10 points of damage to a construct, and each check represents 1 hour of work.

A Grieving Servant reduced to 0 hit points is immediately destroyed and cannot be repaired. A slain Servant cannot be *resurrected*.

Greiving Servants are advanced artificial intelligences. Unlike normal constructs, these creatures are programmed with 4 ranks each in Investigate, Treat Injury and Spot, all valuable skills for a security and medical assistance robot. They receive

Surgery and Xeno-Medic as a racial bonus feats.

Brain Lock (SP): Grieving Servants can stretch out one of their cold hands and freeze humanoids in their tracks. The Grieving Servant may use Brain Lock, as a psi-like ability, at will as an attack action against any living being within 100 ft. The intended victim can attempt a DC 11 WILL Save to negate the brain lock.

Hostage Taker (CR 7)
Large Lifechained Aberration
Lifechained: 2
Init +8; **Senses** Darkvision 90 ft, Lowlight vision
Aura None
Languages Special; several galactic languages, plus language of any creature it is currently using as a hostage.

Defense 17**, touch** 13, **flat-footed** 13
hp 7d8+35 (66 hp); **DR** 5/magic

Fort +6, **Ref** +9, **Will** +5

Speed 40 ft / climb 40 ft
Melee +8 melee (2d6+3 claw strike or 1d8+3 bite)
Melee Space 5 ft x 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +12
Atk Options +8 melee (2d6+3 claw strike or 1d8+3 bite)
Special Actions: Stalking Lifebond
Spell-Like Abilities (CL):

Abilities STR 16 DEX 19 CON 21 INT 14 WIS 18 CHA 13
SQ Agony Plumage, Electro-Vulnerability, Stalking Lifebond
Feats Improved Initiative, Stealthy, Dodge
Skills Bluff +5, Gather Information +7, Hide +7, Intimidate +9 Knowledge: Behavioral Sciences +4, Knowledge: Streetwise +4, Move Silently +12, Spot, +8
Possessions None

The Hostage Taker is a skillful, implacable pack hunter. Unlike many of the star-born Lifechained monstrosities, this horrible creature prefers to hunt sentient prey in urban areas. As such, Hostage Takers are among the most commonly encountered Lifechain beasts.

The Hostage Taker has evolved a unique defense against the canny, sentient prey it stalks; the cunning monster binds its own life energies to the loved ones and allies of its prey. The Hostage Taker presents a uniquely painful decision to its prey: allow themselves to be devoured by a hellish invader from deep space, or watch those they love die when they fight back.

Hostage Takers are lithe quadrupeds nearly as large as an African rhino, with sleek, plastic-like white skin. A healthy and well-fed Hostage Taker's hide gleams with a waxy mirror polish. The Hostage Taker's lean flanks are decorated with blue, green and purple helixes, upon which are displayed holographic representations of whatever creature it has bound its life force to. A Hostage Taker's skull is long and equine, ending in a pair of pincher like teeth.

Despite their bestial appearance the Hostage Takers *(who refer to themselves as the Zae-Shin)* are intelligent, articulate creatures. They plan their hunts carefully, only confronting their prey after life-binding to a beloved hostage, and take pleasure in explaining their tactics and biology. Hostage Takers enjoy the moment of doomed realization when a victim realizes that he or she is helpless against the alien monster almost as they do the moment of the kill itself.

Lifechained: The Hostage Taker is a Lifechained creature. The creature is considered to have 2 Lifechain feats for the purposes of predatory Lifechain abilities.

Stalking Lifebond (SU): Prior to beginning a hunt, the Hostage Taker will bind its life force to an unwilling victim, usually someone directly related to or beloved by the hunt's intended target.

To establish a Lifebond, the Hostage Taker must successfully grapple and maintain a hold for at least one round with any living creature. This ability does not function if used against a nonliving creature, such as undead or constructs. This ability can only be used against living creatures without Heroic class levels. The Hostage Taker usually uses this horrific ability to bind its life force to that of a child, lover or familiar.

The Hostage Taker pins the target and exhales forcefully into the victim's face, tagging the victim with alien nano-technology, lethal quantum viruses and psionic kill-commands. The victim of the Lifebond receives no save against the effect; once established, a Lifebond remains active for up to three solar years!

Once the Hostage Taker has bound itself to a victim, damage felt by the monster is also inflicted upon the victim. This quantum link between predator and victim will function at any distance, so long as both Hostage Taker and victim are on the same planet and plane.

If the Hostage Taker is wounded after a Stalking Lifebond is initiated, the hostage must succeed at a DC 18 WILL save or suffer identical damage, of the same type. The hostage suffers half damage on a successful save. If the Hostage Taker ever falls victim to a critical hit, the lifebound hostage receives no save against the damage, and suffers the full effect of the Hostage Taker's injury.

A victim may be bound to multiple Hostage Takers simultaneously. If hunting as a pack, multiple Hostage Takers will often bind themselves to the same hostage or group of hostages. A Hostage Taker can be bound to a number of victims equal to its CON modifier at any given time. If the Hostage Taker attempts to life-bond to an additional victim, their oldest existing lifebond is erased to make room for the new hostage-bond. Full damage is applied to each hostage any time the bound Hostage Taker is injured, regardless of how many hostages the creature is attuned to.

Agony Plumage (SU): The Hostage Taker enjoys

the psychological power its hostage-taking ability gives it over prey. The bioluminescent displays on the creature's flanks can move and twist, displaying in great detail the bond it shares with its Lifebound hostage.

The Hostage Taker can, as a free action, cause the helix-displays on its flanks to animate and display a simplistic, real time animated image of any of its life-bound hostages. The image appears nude, like an anatomical diagram, and moves and reacts in real time, guided by the actions of the displayed hostage. If the Hostage Taker is damaged, this image will depict the hostage suffering similar damage.

Anyone who knows or cares for the displayed hostage must succeed at a DC 14 WILL Save or be considered *shaken* until the end of the encounter with the Hostage Taker. A creature that saves against this effect cannot be affected by the same Hostage Taker's holographic display for 24 hours.

Electro-Vulnerability (SU): Hostage Takers have a single weakness, a single method to disrupt the quantum Lifebond they've forged with their prey's loved ones. Electrical damage is not transmitted through the Stalking Lifebond.

A life-bound hostage can gain a modicum of protection from the vile, invasive life-link by hiding in areas with an intense electromagnetic field. The hostage receives a +6 circumstance bonus on WILL saves made to resist incoming damage if they are within 500 ft of a massive source of electrical energy, such as a nuclear reactor, a utility substation, a starship's drive, or a similar high-energy location.

Nemesis Hellraider (CR 23)
Colossal Lifechained Aberration
Lifechain: 6
Init +8; **Senses** Quantasense (Blindsight 500 miles)
Aura None
Languages: Half Grey, Stonecutter, Draconic, Infernal

Defense 36**, touch** 6, **flat-footed** 34
hp 23d8 +230 (335 hp); **DR** 15/+1
Immune Massive Damage, Fire, Cold, Radiation, Suffocation/Vacuum
Vulnerable: *Photophobic.* Reduced Fast Healing 1, -2 to attack rolls, skills and saves in bright light.
SR 22
Fort +16, **Ref** +11, **Will** +19

Speed 60 ft / flight 40 ft (clumsy) in atmosphere / Starleap space flight
Melee +24 melee (bite 4d8+8, crit 18–20/x3 plus poison; initial 1d12 CON sec: paralysis 4d6 hours; FORT DC 22 negates) or two +24 melee (talons 2d10+8)
Melee Space 30 ft x 30 ft.; **Reach** 20 ft.
Base Atk +16 ; **Grp** +30
Atk Options +24 melee (bite 4d8+8, crit 18–20/x3 plus poison; initial 1d12 CON sec: paralysis 4d6 hours; FORT DC 22 negates)
or two +24 melee (talons 2d10+8)
or +20 ranged (railgun 10d8 ballistic plus poison; initial 1d12 CON sec: paralysis 4d6 hours ; FORT DC 22 negates ; 1 mile range increment)
or two +25 ranged (lasers 5d6 force 100 mile range increment)
Special Actions: Full Round Action, *black graviton spiral* (90 ft spherical radius, 8d8 slashing damage, WILL DC 22 half damage)
Spell-Like Abilities (10th): *web*, at will

Abilities STR 26 DEX 19 CON 31 INT 8 WIS 21 CHA 14
SQ Quantasense, Fast Healing 5, Spaceborn, Frightful Presence (base DC 23 plus Fearsome Violence), Swallow Whole; Spinnarettes, Photophobic
Feats Cleave, Combat Reflexes, Fearsome Violence, Great Cleave, Improved Initiative, Power

Attack, Run, Track, Predation (B)
Skills Climb +20, Survival +23
Possessions

Note: A Nemesis Hellraider is depicted on the cover.

Nemesis Hellraiders are the epitome of the Lifechained hunter. They are the standard by which savage hunger and implacable alien cruelty are measured. Hellraiders are nearly mindless, driven by hardwired instinct to feed and birth the next generation. Despite that, the few survivors of Hellraider incursions tell stories of deliberate cruelty and purposeful sadism. Those who have studied these monsters believe that on some dim, instinctual level, Nemesis Hellraiders take pleasure in the kill.

Hellraider clans have colonized the outer hull of the Phallus. Their spun-silicon and Kevlar-fiber nests dot the poles of the Phallus, bundles of dark gray fabric against an endless obsidian field. Hellraiders live their entire lives in darkness, thriving under the high-gamma light of captured singularities, hunting in the absolute black. These creatures raise their young beneath the cold non-light of the Inner Necklace.

Every aspect of the Hellraider lifecycle is designed around the protection and care of the next generation. Hellraider mothers venture out of the comforting darkness of Phallus space, in search of Lifechained prey. Hellraider parents teach their spawn to spin hyperspace cocoons around themselves, and take them into civilized space for their first hunt. Nemesis Hellraiders are doting parents, who take every opportunity to teach their young to murder and torture.

While hunting Lifechains, Hellraiders rarely kill cleanly. Instead, they strike to paralyze and wound, severing limbs and burning out spinal nerves. They make every effort capture their prey alive and helpless. Like Terran spider-wasps, Hellraider mothers use captured prey as both food source and incubator for their young. Only Lifechain prey is suitable fodder for their young, and the Hellraiders scour the stars in search of new victims.

Nemesis Hellraiders are massive quadrupeds, nearly the size of a *B-95 Earthcrosser* suborbital. Like many of the most fearsome Nemesis Lifespawn, their anatomies blend the biological with the machine. Their bulbous grey and black thorax is lined with thick golden energy conduits/veins, each the size of a steam pipe. Their bodies bristle with implanted weapon systems, including two banks of long range rail cannons which fire toxin-laced spines at near Mach, solely through muscular contractions.

An oblong disk floats several feet above the Hellraider's heavily armored spinal column. The rotating disk contains the Hellraider's neurology, which communicates with the mammoth war-body beneath through wireless quantum links and pheromone-based controls.

In addition to the creature's brain and sensory organs, the disk contains the Hellraider's deadliest weapons: space fold disks which can rip a target apart on an atomic level, Lifechain specific bio-toxins, and ultra-long range energy weapons. While traveling through space, this sensory disk expands in size and envelops the creature's entire body, forming a sleek protective umbra for the traveler.

The Hellraider has a simplified cranium, which is little more than a fanged mouth fitted to terrifing skull. When feeding, the abomination's jaw opens like a cae mouth, allowing the monster to swallow anything smaller than a family sedan with a single gulp. Spinarettes on either side of the creature's tongue allow it to weave feeding cocoons and habitats quickly and with a surprising artistic flair. Tiny, hand-like limbs set along the jaw let the creature manipulate its silk.

Lifechained: The Nemesis Hellraider is a Lifechained creature. The creature is considered to have 6 Lifechain feats for the purposes of predatory Lifechain abilities.

Hellraider can sense the presence and direction to another Lifechained creature with in a ½ million light year radius. The creatures specifically

seek out Lifechains to prey upon. They can easily track a Lifechained creature across a single planet. Hellraiders gain the Track feat, but only as it applies to tracking Lifechained creatures.

Predation (SU): Other Lifechains cannot detect the Hellraider by ordinary visual senses, including lowlight and darkvision, though they can perceive the monster through a camera or cybernetic sensor system. Lifechain creatures cannot perceive the Hellraider's scent.

Lifechained creatures can make listen checks to detect the Hellraider's presence, exactly as if it were truly invisible. Lifechains can detect the Hellraider's presence with exotic senses like Blindsense and Tremorsense as well as unusual psionic senses. Since the Hellraider's innate stealth capability involves the manipulation of Lifechained brain matter, *true seeing* and similar magic have no effect.

Spaceborn (EX): As space born creatures, Hellraiders are immune to Fire, Cold and Radiation. They have no need to breathe and are immune to suffocation, airborne toxins and vacuum.

The Hellraiders are incredibly well armored, and receive DR 15/+1. These creatures are so steeped in the primordial energies of the Phallus they receive Spell Resistance 22. These creatures have phenomenal regenerative capabilities, and gain Fast Healing 5.

Quantasense (SU): Though eyeless, the Hellraider can clearly perceive the world by sensing minor fluctuations in gravity and eddies in the quantum field. The Hellraider gains a modified form of *blindsense* that has an extraordinary 500-mile effective radius. The Hellraider does not need to make spot or listen checks to notice concealed creatures and objects within this radius.

Initial damage is 1d8 CON, secondary damage is paralysis for 4d6 hours. A DC 22 FORT Save negates. Lifechained creatures suffer a penalty on this save equal to the number of Lifechain feats they possess.

Spinarettes (SU): Spinnarettes in the Hellraider's maw allow it cast *Web,* at will, as a 10th level mage.

Frightful Presence (Su): The Hellraider can inspire terror by charging or attacking. Affected creatures must succeed on a DC 23 Will save or become *shaken*, remaining in that condition as long as they remain with 60 feet of the Hellraider. The save DC is Charisma-based.

The Hellraider has the Fearsome Violence feat, which improves its Frightful Presence. Each time the Hellraider kills or swallows a living creature during a particular encounter, this save DC increases by one. Creatures within range of the creature's frightful presence aura must succeed on a new save after each kill.

Augmented Critical (Ex): The Hellraider's bite threatens a critical hit on a natural attack roll of 18–20, dealing triple damage on a successful critical hit.

Anemioxin (EX) The Hellraider's fangs are designed to deliver a lethally incapacitating cardiotoxin, which allows the creature to take prey alive. The deadly chemical quickly renders the victim's blood incapable of carrying enough oxygen to sustain consciousness. This toxin also coats the creature's organic rail-gun flachettes.

Improved Grab (Ex): To use this ability, the Hellraider must hit a Huge or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): The Hellraider can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 2d8+6 points of acid damage per round from the Hellraider's digestive juices. A swallowed creature can cut its way out by dealing 50 points of damage to the Hellraider's digestive

tract (Defense 25). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

Conversely, the Hellraider can attempt to place a swallowed creature into stasis, using a method similar to the hyper sleep chambers common aboard slower-than-light starships. The swallowed creature must succeed on a DC 40 FORT save or fall into a comatose slumber.

The unconscious creature suffers no damage unless the Hellraider wills its digestive juices to begin breaking down the victim, and will not awaken for 1d4 hours after being removed from the Hellraider's gullet.

While held in this coma like slumber, the victim requires no food or water and only minimal oxygen. To ensure prey is delivered to its young alive and healthy, the Hellraider's body attends to all its victim's biological needs.

Lifechained creatures suffer a penalty on the FORT Save to resist unconsciousness equal to the number of Lifechained feats they possess. The Hellraider's gullet can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller creatures.

Black Graviton Spiral (SU): As a full round action, the Hellraider can spin the quantum gear-sets within its cranial disk, distorting space/time and generating a lethal space fold effect around its heavily armored hull.

The creature generates a pinpoint singularity that inflicts lethal damage upon all characters and objects within a 90 ft radius, crushing victims within an envelope of hardened sub-atomics and micro-black holes. The black graviton spiral inflicts 8d8 points of slashing damage, with a DC 22 WILL Save for half damage. Lifechained creatures suffer a penalty on this save equal to the number of Lifechain feats they possess.

Photophobic (EX): Despite the Hellraider's power, it is a night bound creature. When exposed to natural sunlight, it is weak and in constant pain. The cellular engines that give the creature its phenomenal regenerative abilities fail when exposed to high concentrations of UV radiation.

When in natural sunlight, the Hellraider's Fast Healing ability is reduced to Fast Healing 1. The creature suffers a –2 morale penalty on all attack rolls, skill checks and saving throws. The Hellraider can function normally in artificial light, unless the light source is specifically designed to generate UV radiation.

Overlord Dragons (CR 25)
Colossal Lifechained Dragon
Lifechained: 5
Init +0 ; **Senses** Lowlight Vision, Darkvision 120 ft, Scent, Sensory capability equal to a PL 6 light starship **Aura** None
Languages Draconic, Celestial, Grey, Stonecutter, Sequence, any 1-3 other galactic languages

Defense 24**, touch** 4 ,**flat-footed** 24
HD 31d12 (605 hp); **DR** 10/-
Immune Fire, cold, suffocation/vacuum, radiation, sleep, hold, paralysis.
Resist Electricity 15 **SR** 10
Fort +, **Ref** +, **Will** +

Speed 70 ft ; flight 150 ft (average) ; Starleap spaceflight
Melee +46
Melee Space 30 x 30 ft.; **Reach** 30 ft.
Base Atk +31; **Grp** +62
Atk Options +46 melee Natural Weapon Array (choice of 4d8+15 tail strike, 4d6+15 claw strike or 4d6+15 gore- all ignore Hardness and Damage Reduction)
Or +31 ranged Starbreaker Missile Array (12d6 force/sonic, 5000 ft range increment crit 19-20/x2)
Special Actions: Stellar Fury (20d6 fire/electricity plus radiation, 30 ft by 10,000 ft area, REF DC 32 half)
Superior Spell-Like Abilities (CL 10th): At Will – Dimension Door (self and 1,000 lbs of objects), Fireball (10d6 fire, REF 19 DC half) Shout (2d6 sonic + deafness, FORT DC partial)

3x Day - True Strike, Raise Dead

Abilities STR 41 DEX 11 CON 35 INT 21 WIS 20 CHA 22
SQ Fast Healing 2
Feats Awe-Inspiring, Cleave, Combat Reflexes, Great Cleave, Frightful Presence, Fearsome Violence, Improved Bull Rush, Power Attack, Starleap Spaceflight
Skills Diplomacy +26, Intimidate +26, Knowledge: arcane lore +25, history +22, technology +18, theology & philosophy +18, Navigate +22, Sense Motive +16, Spot +22, 2-6 ranks each in all other skills
Possessions As the overlords of an entire planetary empire, an Overlord Dragon can have anything it desires within a few hours. Its wealth is nearly incalculable.

Overlord Dragons control an empire that stretches across a hundred-score Inner Necklace worlds, and aside from the Gods themselves, are the dominant power in the region. From the moment they hatch, these monstrous and regal beings are taught that they are the highest form of life the galaxy has to offer, and that all lesser beings are their subjects. They are trained to be benevolent rulers, forging peace and expanding the range of civilization and culture, but they are first and foremost: **rulers.** A culture designed by the dragons glorifies the great beasts, and as the Dhale can attest, a civilization that accepts the Overlord Dragon's many technological and cultural gifts might find itself uplifted into a new era of servitude and worship.

The dragons have a rigid social hierarchy and clearly defined government. Overlord Dragons are born in deep space, and soar unaided through the stars. Young dragons only make planet-fall after several millennia and tempering, and are only

allowed to carve out a planetary lair for themselves after proving themselves to their elders. Young dragons protect Phallus Space's pilgrims and star-farers not out of generosity, but to blood themselves against Nemesis Lifespawn and win glory. Teen dragons are only considered adults when they successfully bring down a Hellraider or Tetratagon warrior, and hatchlings compete fiercely for the opportunity to battle one of these legendary opponents.

Overlord Dragon culture is imperial and expansionistic. Strict controls are placed upon the number of dragons which can reside on a single continent or on a single world. When breeding or immigration forces the dragon population past this quota, a wing of the great creatures takes flight, in search of a new world to conquer and/or uplift. For the most part, the Dragons are content to remain in the Inner Necklace; there are literally thousands of habitable worlds within Phallus Space, and it will take hundreds of generations for even these immortal beings to exhaust the splendors of their home world. As such, the Overlord Dragons are rarely encountered beyond the reach of the Outer Necklace, and are considered mostly legendary beings by most of the Milky Way's inhabitants, as impossible and mythologized as the Senators or the Valkarie harbingers.

Overlord Dragons are the ideal of the draconic body type; they have four powerful limbs and a pair of massive wings, which span nearly a half-mile when fully unfurled. Their bodies are lean and sinewy, and their long, serpentine bodies and endlessly long tails twine gracefully as the creatures soar through space. An Overlord Dragon's body is heavily armored with bruise-colored elemental plates dense enough to withstand tac-nukes. Unlike many other great dragons, the Overlord lacks a true mouth. It's skull is sleek and heavily armored, resembling the thrust forward prow of a warship. Furnace like vents allow the Dragon to breathe out its terrifying, highly radioactive breath weapon.

Like many Lifespawn, the Overlord Dragons are intensely colorful, decorative species. Their bodies are studded with luminous eye spots and strange orifices, which vent the glowing plasma that is a by-product of the dragon's fusion powered metabolism. When addressing their planetary supplicants, the Overlord Dragons allow themselves to be intricately painted in a rainbow of colors and complex patterns; some paint schemes are so intricate they must be applied by specially built AI-painters.

Lifechained: The Overlord Dragon is a Lifechained creature. It is considered to have Lifechained 5 feats for the purpose of predatory Lifechain abilities.

Unlike many other Lifechained top-predators, the Overlord Dragon has never evolved a natural way to 'mask' its Lifechain genome, making the dragons surprisingly easy prey for other, predatory Lifespawn. The Dragons claim this is intentional, to make their hunts more challenging and prevent complacency among their young.

Frightful Presence (SU): The dragon can inspire terror by charging or attacking. Affected creatures must succeed on a DC 23 Will save or become *shaken*, remaining in that condition as long as they remain with 60 feet of the dragon. The save DC is Charisma-based.

The Ovelord Dragon has the Fearsome Violence feat, which improves its Frightful Presence. Each time the dragon kills a living creature during a particular encounter, this save DC increases by one. Creatures within range of the creature's frightful presence aura must succeed on a new save after each kill.

Living Weapon (EX): Every inch of a Dragon's body can be used to kill; these creatures are a top galactic predator by right of power. The Dragon can kill its prey with its talons, with a tail slap, or by goring its prey on its horns. The dragon is always considered armed and proficient when attacking with its natural weapons. A dragon's body structure gives it an incredible natural reach.

The Dragon is so unbelievably powerful its natural weapon attacks ignore a target's Hardness or non-magical Damage Reduction; elder Overlord

Dragons have been known to rip apart capital ships in a single pass.

The Dragon's primal connection to the Lifechain gives it an almost god-level immunity to physical damage, complete immunity to an assortment of different attack forms, and impressive spell resistance.

Starbreaker Missile Array (EX): The Overlord Dragons have evolved biological processes similar to missile launch rails, as a consequence of their Lifechained (possibly Genesis bloodline) heritage. An array of bio-mechanical missile racks are visible on the underside of the dragon's body, just fore its strange genitals.

The dragon's Starbreaker missiles disrupt reality on a sub-quantum level, completely severing the bonds between quarks. There is usually nothing left of a starship caught in one of these blasts, not even drifting atoms! Starbreaker missiles inflict 12d6 points of damage, half of which is force, and half of which is sonic.

Superior Spell-Like Abilities (SP): Dragons can manipulate reality on a sub-quantum level, adjusting the position of a few quarks and mesons and watching with satisfaction as changes cascade through reality in accordance with their design.

When using their innate spell-like abilities, Overlord Dragons treat spell casting as an attack action, rather than a full round action. They may incorporate spell-like abilities into her full attack routines, and often do so.

Stellar Fury (SU): The Overlord Dragon's internal processes resemble the fusion reactions of a main sequence star. As often as once per minute, the Dragon can, as a full round action, breathe out a gout of atomic flame so intense it can scorch the atmosphere from a planet.

This line of atomic flames is 30 ft wide by 10,000 ft long, allowing it to easily be used at stellar distances. (The dragon can choose to breathe a shorter line when fighting planet-side.) Every creature caught within the line of flame suffers 20d6 points of damage, half of which is fire damage, the other half is electricity. Creatures within the blast radius can attempt a REF Save (DC 32) for half damage.

This atomic blast is considered to be a highly radioactive area, and the blast area remains highly radioactive for 1d4 minutes after the blast. Additionally, the blast generates a fearsome electromagnetic pulse, which can terminally disrupt planetary communications. Electronic communication is impossible for 1d4 minutes for a 100 mile radius around the blast.

The Dragons of the Phallus

Vernis, the Dhale homeworld is an ecosystem dominated by dragons. Overlords have sculpted the entire world into a single massive lair-structure, with entire mega-cities dedicated to worshipping or servicing the great creatures. A population of several billion Dhale worship the Overlord Dragons and their lesser cousins.

As powerful as they are, Overlord Dragons rarely travel alone. An elder Overlord Dragon is likely to be accompanied by an honor guard composed of his harem, several adult offspring, assorted lesser draconic servitors and several Dhale bodyguards with heroic class levels (usually Helix Warriors, Soldiers, Combat Types and Lifespawn Paragon advanced classes).

To build a diverse a draconic population as I've envisioned for the Inner Necklace, individual gamemasters are encouraged to find the most impressive assortment of dragons from other d20 compatible sourcebooks and import them to Phallus Space. The more exotic and wondrous the better, because players who choose the Divine Façade feat will want an assortment of cool dragons to shapeshift into. You may wish to increase the range of the dragons' breath weapons, to put them on parity with the Overlord Dragon's nearly 5 mile long atomic torch, though….

Piston-cat
Tiny Lifechained Construct (CR ¼)
Lifechained: 1
Init +2; **Senses** Lowlight vision **Aura** None
Languages None

Defense 17**, touch** 16, **flat-footed** 15
hp 1d10 (5 hp)
Immune Critical hits, non-lethal damage, ability damage, energy drain, mind-influencing effects, poison, stunning, disease or massive damage
Fort +0, **Ref** +2, **Will** +1

Speed 20 ft
Melee +0 melee (1d3-3 claw)
Melee Space 2.5 ft x 2.5 ft.; **Reach** 0 ft.
Base Atk +0; **Grp** -8
Atk Options +0 melee (1d3-3 claw)

Abilities STR 5 DEX 14 CON - INT 2 WIS 15 CHA 2
SQ Construct traits,
Feats None
Skills Hide +16 *
Possessions None

Piston-cats are a tiny, parasitic race of bio-mechanical constructs. They are a common pest in cities across Otherverse America, digging for nuggets of discarded technology in garbage dumps and recycling centers. The tiny bio-mechs were brought to Earth by accident, stowing away aboard Stonecutter and Manifold (*described in D20 Decade; The 1980s*) trading ships. With no natural predators to check their growth, these creatures have multiplied exponentially on Earth. They are common pests, but are equally common as pets, familiars and working animals.

Piston-cats resemble small robotic felines, weighing around ten pounds. Their bodies are intricate sculptures of fiber optic cable, pneumatic tubing and silicon pseudo muscle. Their skulls are simple, expressionless domes, studded with complex sensor nodules.

The creatures reproduce by mitosis, a process that occurs every few years and requires several hours. They feed on metal and plastic, absorbing 'nutrients' into their body mass through prolonged physical contact. A single Piston-cat can digest up to 2 pounds of technological detritus in a 24-hour period.

Lifechained: The Piston-cat is a Lifechained creature. The creature is considered to have 1 Lifechain feat for the purposes of predatory Lifechain abilities.

Construct Traits (EX): Piston-cats are immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a FORT save unless the effect also works on objects or is harmless. They are not subject to critical hits, non-lethal damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Piston-cats cannot heal damage on their own but can be repaired using the Repair skill. A successful Repair check (DC 45) heals 1d10 points of damage to a construct, and each check represents 1 hour of work.

A Piston-cat reduced to 0 hit points is immediately destroyed and cannot be repaired. A slain Piston-cat cannot easily be *resurrected*.

As a Lifechained construct, the Piston-cat is vulnerable to harmful effects requiring a FORT save when generated by another Lifechained creature. Thus, the creature would be vulnerable to a Scorpion Mirage's bio-toxins, even though the creature is immune to all other types of poison.

Racial Skills: A Piston-cat receives a +10 racial bonus on Hide checks made when moving through mechanical rubble, ruins or technological junk.

Familiar Traits: A magic user who chooses a Piston-cat as a familiar receives a +3 bonus on Repair checks.

Razor Light (CR 9)
Large Lifechained Ooze (intangible)
Lifechained: 2
Init +6; **Senses** Blindsense 60 ft **Aura** Bright

Illumination 60 ft, Soothing Aura
Languages None

Defense 15**, touch** 15, **flat-footed** 9
hp 6d10 + 27 (60 hp)
Immune Physical Damage, mind-affecting effects, poison, sleep. Paralysis, stunning, critical hits, attacks that rely on sight. Immune to critical hits, death by massive damage and cannot be flanked.
Weaknesses The intangible creature can only be harmed by energy damage.
Resist Electricity 10, Force 10
Fort +4, **Ref** +8, **Will** +2

Speed 40 ft (hovers 6-12 inches off the ground at all times, but cannot truly fly)
Melee +9 melee (4d6+5 *ghosttouch* photon lash)
Melee Space 10 ft x 10 ft.; **Reach** 10 ft.
Base Atk +4; **Grp** +13
Atk Options +9 melee (4d6+5 *ghosttouch* photon lash) or Glare (60 ft radius, FORT DC 18 or be *blinded* for 1d6 rounds)
Special Actions: Soothing Aura (60 ft radius, WILL DC 15 or be *dazed)*

Abilities STR 20 DEX 22 CON 15 INT - WIS 11 CHA 1
SQ Ooze traits, Intangible, Soothing Aura
Feats None
Skills None
Possessions None

Razor Lights are stunning creatures of pure energy; they are amoeba like monsters whose bodies are composed of room temperature plasma contained behind intense magnetic fields. These amorphous creatures have a perfectly spherical central nucleus, which floats unconnected from several energized pseudopods, which orbit the nucleus.

The creatures glow as brightly as the noon-day sun, radiating a wavering, warm orange and gold ambience. The creature's energy field shifts and refracts chaotically, like sunlight viewed underwater.

Razor Lights are found most often within the ITF Corridor, leading most scientists to speculate the Corridor is their natural habitat. The monsters are attracted by to the quantum wake of passing starships, and shipboard damage control crews are specially trained to deal with these dangerous stellar predators.

Lifechained: The Razor Light is a Lifechained creature. The creature is considered to have 2 Lifechain feats for the purposes of predatory Lifechain abilities.

Intangible (EX): The photon-based Razor Light is a naturally intangible creature. It can easily pass through walls and floors, and is immune to most forms of physical damage. Only energy based attack forms can harm the Razor Light, and the creature is partially resistant to Electricity and Force based attacks.

Photon Lash (SU): The Razor Light is a creature of pure energy, which exists slightly out of phase with material reality. The amorphous, glowing creature lashes out with an energized pseudopod, which can cut cleanly through even the densest matter.

The Razor Light's natural pseudopod attack is considered a *ghosttouch* weapon, inflicting 4d6+5 points of slashing damage, which ignores most mundane defenses and can wound *ethereal* or *intangible* creatures normally. The Razor Light's photon lash ignores a target's Hardness and non-magical Damage Resistance. The photon lash ignores natural armor and equipment bonuses to defense, but cannot penetrate force effects (such as a force field or the *mage armor* spell).

Additionally, the creature has an incredible; 20 ft reach with this natural weapon, and can also threaten adjacent squares.

Soothing Aura (SU): The Razor Light can alter the frequency and wavelength of its visible light, creating a hypnotic display to dazzle and incapacitate its prey. Other Lifespawn are especially vulnerable to the Razor Light's mind-affecting corona.

Any creature within 60 ft, who can clearly see the Razor Light must succeed at a DC 15 WILL Save or become *dazed* for until the Razor Light is no longer visible and for 1 round afterward.

Lifechained creatures suffer a penalty on their save against this mind-influencing effect equal to the number of Lifechain Feats they possess.

Regardless of other attacks upon it, or the risk such actions would provoke, a Razor Light will always attempt to make a *coup de grace* attack against the nearest dazed target.

Glare (SU): As an attack action, the Razor Light can increase its brightness to blinding levels, exploding with visible light like a flash grenade. All creatures within 60 ft of the Razor Light must succeed at a DC 18 FORT save or be *blinded* for 1d6 rounds. Creatures who are already *dazed* by the creature's Soothing Aura receive no save.

Photosphere (EX): The Razor Light is a creature of living stellar plasma, and as such receives Force and Electricity resistance 10.

Scorpion Mirage (CR 8)
Gargantuan Lifechained Aberration
Lifechained: 3
Init +5; **Senses** Darkvision 60 ft, Blindsense 120 ft, Keen Senses (equivalent to PL 6 light starship)
Aura None
Languages Mimicry of observed languages only

Defense 25**, touch** 7, **flat-footed** 24
hp 18d8+126 (202 hp); **DR** 5/-
Immune Fire, Cold, Radiation, Suffocation and Vacuum
Fort +13, **Ref** +7, **Will** +11

Speed 40 ft /flight 110 ft (average) in atmosphere / Starleap space flight
Melee +24 melee (claws 2d8 +11 slashing plus

poison; initial and secondary 1d8 CON; DC 15 FORT Save) or +24 melee (bite 3d6+5 slashing)

Melee Space 20 ft x 20 ft.; **Reach** 15 ft.
Base Atk +13; **Grp** +36
Atk Options +24 melee (claws 2d8 +11 slashing plus poision; initial and secondary 1d8 CON; DC 15 FORT Save) or +24 melee (bite 3d6+5 slashing)
Usually power attacks for –11 to hit, +11 to damage
Special Actions: Pounce, Rake

Abilities STR 32 DEX 12 CON 32 INT 5 WIS16 CHA 8
SQ Hunting Blind, Improved Grab
Feats Blind-Fight, Improved Initiative, Power Attack, Cleave, Starleap (B)
Skills Disguise +37, Jump +19, Hide –5, Move Silently +9
Possessions None

The Scorpion Mirage are cunning ambush predators. Born in the depths of space, these crab like monsters use iron ores stripped from micrometeorites to sculpt an intricate shell around themselves, an innocuous facade to draw prey into their clutches. Early Mirage imitated small ore-rich asteroids, feeding on prospectors and their ships when they came to mine. According to some xeno-anthropologists, Mirage incursions are the inspiration for several of the most terrifying demons in Cavepainter myth.

As the Scorpion Mirage have evolved, they have discovered new capabilities and surprising wells of cunning. Today, they grow shells mimicking small space-cruisers and single-pilot star fighters. Bioreactors in the Mirage's guts manufacture radiation signatures similar to those generated by a starship in distress. Though the creatures lack a true language, they can convincingly mimic humanoid distress beacons or re-play intercepted signals.

When a Mirage attacks, its metallic and polymer shell splits apart along previously unnoticed seams. Beneath the shell, the creature is a horrible medley of sword-like talons and intricate, multi-layered and interlaced mouthparts. The creature has several dozen eyes, positioned across its body, giving it a 360-degree field of vision.

Lifechained: The Scorpion Mirage is a Lifechained creature. The creature is considered to have 3 Lifechain feats for the purposes of predatory Lifechain abilities.

Spaceborn (EX): As spaceborn creatures, Mirage are immune to Fire, Cold and Radiation. They have no need to breathe and are immune to suffocation, airborne toxins and vacuum.

Keen Senses (Ex): Scorpion Mirage have *Darkvision* with a 60 ft range, and *blindsense* with a 120 ft radius. They can transmit and receive unencrypted radio, telephone, Mesh/Internet and cell phone signals.

Their long-range sensors and communication gear are equal to those aboard a top of the line, Progress Level 6 space fighter. A Mirage can intercept, record and playback up to four minutes of signal. They usually use this ability to mimic docking protocols or distress signals.

Mirages can sense the presence and direction to another Lifechained creature with in a 250 light year radius. They typically use this ability to avoid other Lifechains, preferring to feed on unprepared mortal prey.

Hunting Blind (EX): The Mirage's outer shell resembles a starship, complete with organic duplicates of weapons systems, sensor nodes and thrusters. Even skilled mechanics and astronauts can be fooled with casual inspection of a Mirage.

The Mirage can imitate any starship, fixed aircraft or heavy ground vehicle of similar size. The Scorpion Mirage receives a +20 racial bonus on Disguise checks made to imitate a vehicle, including imitating a vehicle's energy signature, IFF tags or automatic communications protocols.

Pounce (Ex): If a Mirage leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the Scorpion Mirage must hit with a claw or bite attack. If it gets a hold, it can rake (see below). The Mirage can attempt to start a grapple without suffering an attack of opportunity on with a successful bite or claw strike.

Rake (Ex): A Mirage that gets a hold of its target can make two rake attacks (+9 melee) with its hind legs for 2d8 +11 points of damage each. If the Mirage pounces on an opponent, it can also rake.

Power Attack (EX): A Scorpion Mirage strikes hard and attempts to bring down a victim with a single overwhelming assault. The Mirage often uses its Power Attack feat, suffering a –11 penalty on its attack roll, and inflicting 11 additional points of damage on a successful strike.

Combined with Cleave, this monster can quickly carve through any starship damage control crews unfortunate enough to be in the docking bay when the creature bursts from its hunting blind.

Mirage Necrosis (EX): A Scorpion Mirage's wicked talons are coated with a deadly toxin, which rapidly destroys tissue and prevents blood cells from carrying oxygen. Initial and secondary damage from this injury poison is 1d8 CON. A DC 15 FORT save negates the toxin. Lifechained creatures suffer a penalty on their FORT save equal the number of Lifechained feats they possess.

Slow / Carrier (CR 12)
Gargantuan Lifechained Aberration
Lifechain: 3
Init -1; **Senses** *Scent* **Aura** None
Languages None

Defense 15**, touch** 5, **flat-footed** 15
hp 20d8 + 160 (255 hp); **DR** 10/-
Improved Massive Damage Threshold 32

Speed 40 ft
Melee +25 melee (stomp 6d6 +10) or + 25 melee (slow-sting, 4d8 +10, 30 ft reach, plus poison)
Melee Space 20 ft x 20 ft.; **Reach** 15 ft / 30 ft reach with slow-sting
Base Atk +15; **Grp** +37
Atk Options +25 melee (stomp 6d6 +10) or + 25 melee (slow-sting, 4d8 +10, 30 ft reach, plus poison, FORT DC 28, see below for effects)
Special Actions Linker Foundry
Spell-like abilities (10th) Slow Zone; *Slow* 60 ft radius, always active

Abilities STR 31 DEX 8 CON 26 INT 4 WIS 14 CHA 6
SQ Slow Zone
Feats Run, Power Attack, Improved Bull Rush, Improved Damage Threshold x2
Skills Spot +9, Listen +12
Possessions None

The Slow/Carrier is a powerful Lifechained predator which has entered a symbiosis with less threatening Lifechained creatures, dramatically increasing the combat effectiveness of both beasts. The Slow/Carrier is a ponderous, massive creature, resembling a madman's nightmare of an elephant. The Carrier's barrel-chested torso houses a gigantic biomechanical foundry unit, which works tirelessly to produce endless swarms of Linker drones (see that creature's entry).

The Carrier releases its Linker drones from a massive sphincter-like opening above its shoulders. It uses these symbiotic constructs to spread the Lifechain infection, and than follows up with biochemical assaults designed to incapacitate and paralyze the newly constructed Lifespawn so it can feed.

Lifechained: The Slow / Carrier is a Lifechained creature. The creature is considered to have 3 Lifechain feats for the purposes of predatory Lifechain abilities.

Linker Foundry (EX): The bio-mechanical foundry units in the Carrier's chest and shoulders continually produce an assortment of Linker symbiotes, which are 'born' having already shed extraneous bio mass. These creatures are created in 'dragonfly mode' and have 1-2 HP each.

The Slow/Carrier instinctively programs its Linkers with the genetic data of a hostile creature within visual range, and programs it to deliver *Awakened Heritage: The Nemesis.* The Slow/Carrier automatically releases 1d4-1 Linker dragonflies each round on its initiative count.

Slow Zone (SU): The Slow / Carrier gains its name from the quantum-interference field its body generates. Like a monster in a nightmare, the Carrier moves normally, while its Lifechained prey finds itself mired in molasses.

Energy generating organelles on the Carrier's flanks generate a continual *slow* effect, similar to a spell cast by a 10th level mage. This spherical energy field extends in a 60 ft radius from the monster's body.

A creature who fails its WILL Save by 10 or more points becomes *paralyzed* and remains so for as long as the Slow / Carrier remains within 60 ft of them. The creature uses this ability, in conjunction with its Linker symbiotes and Slow Sting to paralyze Lifechained creatures to it can devour them at leisure.

Those caught within with slow zone can attempt a DC 25 WILL save to negate the effect and move normally. Lifechained creatures suffer a penalty on their save equal to the number of Lifechain Feats they possess.

Slow Sting (SU): The Slow Carrier lashes out with its long, prehensile, stinger-like tongue, which ends in a needle-like barb. The Slow Sting provides the Slow / Carrier with a 30 ft reach weapon, which in addition to inflicting damage, injects any creatures with the Lifechain subtype with a debilitating toxin. This toxin has no effect on non-Lifechained creatures.

Slow Sting Toxin

FORT Save DC 28. Initial and secondary damage is handled specially. Rather than inflicting ability score damage, the initial and secondary damage from this toxin each temporarily increase a Lifechained creature's effective count of Lifechained feats by 1d4 feats, making them more vulnerable to predatory Lifechain abilities.

This toxin provides no benefit to the victim. This effect fades 24 hours after injection with this strange toxin. Effects of multiple stings are cumulative.

Linkers (CR ½)
Tiny Lifechained Construct
Lifechain: 1
Init +3; **Senses** Darkvision 60 ft, Scent **Aura** None
Languages None

Defense 16**, touch** 15, **flat-footed** 14
hp 1d10 (6 hp)
Immune Critical hits, stunning, non-lethal damage, ability damage, energy drain, massive damage. Mind influencing effects, sleep, paralysis, stunning, disease, poison.
Fort +, **Ref** +, **Will** +

Speed 20 ft / flight 100 ft (perfect) after shedding bio-mass
Melee –4 melee (1d4-4 bite)
Melee Space 2.5 ft x 2.5 ft.; **Reach** 0 ft.
Base Atk +0; **Grp** -12
Atk Options –4 melee (1d4-4 bite)
Special Actions: Evolutionary Symbiosis

Abilities STR 3 DEX 16 CON - INT 1 WIS 12 CHA 1
SQ Construct Traits, Genehunter, Evolutionary Symbiosis, Bio-Mass Reduction Flight
Feats Track (B)
Skills Survival +6 (B)
Possessions None

The Linkers are an artificial Lifechained species whose sole purpose is to spread the Lifechained genome. They are used as biological weapons transport, allowing powerful stellar empires to spread Lifechain mutations to their allies. Linkers are couriers- living missiles programmed with a specific target to be 'uplifted'. They are just intelligent enough to unerringly seek out their preprogrammed target and deliver their genetic gift.

A Linker is a small, rodent like quadruped. Their skins are a dull, leathery gray, and their bodies are covered with bioluminescent scales, which glow softly and provide a hint about which Lifechained mutations the creature contains.

Vector of Infection

Linkers are creatures with a short, finite life span. They only have enough metabolic reserves to survive for 48-72 hours after they are created and released. If they cannot find their designated target within this period, they are programmed to 'dump' their Lifechained gifts to any genetically compatible target within their range.

Exactly who is 'genetically compatible' is a matter for the gamemaster to decide, offering an easy explanation of how otherwise ordinary heroes and villains become part of the Lifechain. At the very least, an emergency target will be the same species or creature type as the intended recipient of the Lifechained genome.

Lifechained: The Linker is a Lifechained creature. The creature is considered to have a single Lifechain feat for the purposes of predatory Lifechain abilities.

Genehunter (EX): The Linker is programmed with a single genetic signature during its creation, the genome of the creature it is programmed to deliver the Lifechained genetic material to.

The Linker can sense the distance to and general direction to this creature so long as both the Linker and the target are on the same planet. The Linker gains the Scent and Track abilities as it pertains to hunting this specific creature only.

Unlike most constructs, the Linker gains ranks in the Survival skill for purpose of trailing this

single creature. The Linker cannot use the Survival skill in any other way.

Evolutionary Symbiosis (EX): With a successful melee touch attack, the Linker can permanently meld with any living organism of size Small or larger. The Linker effectively dies and ceases to be an individual being, transforming its remaining bio-mass and metabolic energy reserves into symbiotic organs designed to enhance and empower the host.

The host creature gains the Lifechained subtype, gaining the Awakened Heritage Feat, the specific type of which was 'programmed' into the Linker by its creator during the Linker's assembly. The host creature can use the granted abilities of the Awakened Heritage feat immediately after the bond is established.

The Linker cannot be compelled or reprogrammed to deliver its Lifechained gift to anyone other than the designated target or an emergency secondary target. The Lifechain genome is destroyed automatically upon the creature's death.

Lifechained Cannibalism

If a Lifechained metahuman who received her abilities from a Linker symbiote is slain, the alien organs that power her Lifechain abilities can be recovered after her death and recycled. These organs, which contain the destroyed creature's Lifechained feats, remain viable for 1d3 hours without medical intervention.

Removing the organs from the fallen Lifespawn's carcass requires a DC 18 Treat Injury check. Failure by more than 5 points destroys the Lifechain organs, making them useless. If another creature of the same species as the fallen Lifespawn can make physical contact with the decaying Lifechain organs, he or she will gain the fallen creature's Lifechain feats. The bonding process requires pressing the recovered organs to the prospective host's bare skin, and requires at least an hour of contact.

The new host is considered *helpless* during this transformation, and is *nauseated* for 24 hours after the transformation. Once the period of nausea passes, the newly created Lifechain creature genetic structure stabilizes, and the creature can use the stolen/recycled Lifechain abilities normally.

Bio-mass Reduction Flight (EX): The Linker can shed most of its bio-mass, ripping out non-vital organs and subsystems to increase its

speed and maneuverability dramatically. The creature sheds most of its bio-mass, which quickly melts away into a puddle of putrid ooze.

In doing so, the creature permanently loses ¾ of its maximum hit points, but gains a 100 ft flight speed (perfect maneuverability). The Linker's new form resembles a sleek, dragonfly like creature, with glowing wings.

Senators (CR 21)
Medium Lifechained Outsider
Lifechain: 1
Init +8; **Senses** Darkvision 60 ft **Aura** Bright Illumination 60 ft, Molecular Disbonding (all creatures within 30 ft suffer 2d6 points of damage per round, no save)
Languages Celestial

Defense 18**, touch** 18, **flat-footed** 10 * (never considered flatfooted)
(Defense increases to 26 when *shield* and *mage armor* are active.)
hp 14d8+42 (105 hp); **DR** 15/magic
Immune Fire, Electricity, Radiation, Cold, Suffocation. Immune to predatory Lifechain abilities. Not subject to flanking.
SR 22
Fort +12, **Ref** +17, **Will** +12

Speed 50 ft / flight 90 (perfect) in atmosphere / Starleap space flight
Melee +22/+17/+12 melee (4d6+8, crit 17-20, x3 divine rapier)
Melee Space 5 ft x 5 ft.; **Reach** 5 ft.
Base Atk +14; **Grp** +15
Atk Options +22/+17/+12 melee (4d6+8, crit 17-20, x3 divine rapier)
Special Actions: Divinity's Blade (always receives at least 10+ on attack rolls; can move or run and still full attack), Effortless War (automatically slay adjacent creatures with 4 or fewer HD)
Spell-like Abilities (10th): At will abilities: Dispel Magic, Greater Command (WILL DC 22 negates), Glitterdust (WILL DC 25 partial), Hold Person (WILL DC 25 negates), Hold Monster (WILL DC 22 negates), Mage Armor, Raise Dead, Shield, Slow (WILL DC 25 negates)

Abilities STR 14 DEX 26 CON 17 INT 19 WIS 16 CHA 15
SQ Lifechain Primacy, Molecular Disbonding Aura, Improved Evasion
Feats Agile Riposte, Combat Reflexes, Dodge, Improved Disarm, Mobility, Weapon Finesse (divine rapier), Augmented Critical (divine rapier)
Skills Jump +12, Tumble +16, Diplomacy +20, Knowledge: arcane lore +10, Sense Motive +8
Possessions None

The Senators ruled the greatest empire the previous universe had ever known. Their empire stretched across a hundred galaxies, across the length and breadth of time and into the afterlife itself.The Senators ruled well and justly, until they were betrayed by one of their own. The Senators were slaughtered to the last, their power stolen and used to rewrite reality in accordance with the Singular's dreams. But power like the Senators wielded rarely dies without a trace….

Today, the Senators are known only by garbled, half-illegible hieroglyphs and by the wishing-engines they left behind. Very little is known about the species themselves, nor their origins. Their history and the story of the Senator's rise to power is an enigma. The Senators were a diverse species, with at least four known races, each distinguished by the color of stellar plasma surrounding their body. Some are crimson, others milk white, others electric blue or emrald.

All Senators appear as lanky humanoid shadows made of solid light. They stand over nine feet tall, with limbs as thin as a sword's blade, but stronger than a combat cyborg's. The Senators dress in silver and gold robes, and wear elaborate, full-face platinum and mithral masks. The Senators view the world thorugh their mask's cyber-linked camera optics.

A Senator's greatest weapon is the divine rapier which is the creature's badge of office. This blade of light tapers to a mono-molecular point sharp enough to shave the electrons off a spining

atom. This divine rapier appears to be part of the Senator's body, growing out of their palm like an elongated pinky finger.

Lifechained (EX): Despite their vast power, Senators are considered Lifechained creatures with only a single Lifechained feat. These god-like creatures cannot be affected by another Lifechain's predatory Lifechain abilities.

Lifechain Primacy (SU): As one of the ruling gods of a previous draft of the universe, the Senator-type can restrict the behavior of lesser Lifechains. Lifechained creatures cannot easily attack or hinter the Judge-type.

Non-Lifechains are not affected by this ability in any way.

Lifechain creatures with 15+ HD are immune to the effects of this ability.

Lifechain creatures with 7-14 HD cannot make attacks of opportunity against the Senator.

Lifechain creatures with fewer than 7 HD cannot attack or take direct hostile actions against the Senator.

Lifechained creatures with 4 or fewer HD cannot attack or take direct hostile action against either the Senator or known allies of the Senator, providing those allies are within 60 ft of the Senator.

Each Lifechain feat a creature possesses reduces its effective character level / Hit Dice by –1 for the purpose of this ability.

Molecular Disbonding (SU): The luminious corona that surrounds a Senator disrupts the molecular bonds of inferior matter. Any creature or unattended object that comes within 30 ft of the Senator, and who the Senator wishes to affect, suffers 2d6 points of damage per round.

This ability is always active; the Senator may choose to affect or cease affecting a given creature or unattended object as a free action.

Improved Evasion (EX): When a Senator is exposed to any affect that normally allows a character to attempt a REF Save for half damage, the Senator suffers no damage if it makes a successful save, and only half damage on a failed save. Similarly, a Senator is never considered flat-footed, and is not subject to flanking.

Divinity's Blade (SU): All Senators were masters of the sword; fencers so acomplished they could carve the photons off atoms as they spun. Senators wield their swords with a grace and precision impossible for lesser beings.

When a Senator attacks with its rapier, it's minimum attack roll is 10. If the gamemaster chooses, she may simply declare that a Senator rolls 10 on their attack roll, without having to use dice. If the Senator wishes to expend additional effort, it can roll to strike normally; in this case, the minimum attack roll possible is 10. A roll of 1 – 9 is treated as a roll of 10, and a roll of 10+ is resolved normally.

A Senator may always choose to make a full attack using its rapier, even if the creature has moved or taken a move-equivalent action during the round. A Senator may move between attacks during a full attack routine, so long as it does not move a total distance greater than its total running distance during the round.

A Senator always confirms a critical hit when attacking with its rapier. A Senator's divine rapier scores a critical hit on a roll of 17-20 and inflicts triple damage on a critical hit.

Effortless War (EX): Senators can lash out with their divine rapiers, and cut down weak, mortal creatures without a second thought. They are such skilled swordsmen that there is no defense against an enraged Senator's attacks.

A Senator can, as a free action, slay any adjacent mortal creature with 4 or fewer HD, regardless of the creature's defenses or hit point total.

Sniper Lime (CR 5)
Huge Lifechained Aberration
Lifechained: Two
Init +2; **Senses** *Scent* **Aura** None
Languages None

Defense 22**, touch** 10, **flat-footed** 22
hp 7d8+35 (65 hp); **DR** 5/-
Resist Fire 5
Fort +7, **Ref** +4, **Will** +7

Speed 40 ft
Melee +9 melee (2d6+3 claw) or +9 melee (2d8+3 bite)
Melee Space 15 ft x 15 ft.; **Reach** 10 ft.
Base Atk +6; **Grp** +15
Atk Options +9 melee (2d6+3 claw) or +9 melee (2d8+3 bite) or +14 ranged (6d6+5 hunting lance; 250 range increment; 500 ft with Farshot feat)

Abilities STR 17 DEX 14 CON 21 INT 1 WIS 14 CHA 2
SQ None
Feats Far Shot; Run
Skills Jump +7, Spot +18 *, Survival +6
Possessions None

SniperLime are hexapedal arthropods larger and more heavily armored than a Choicer main battle tank. Weighing more than twenty tons, these dangerous insectoids have armor thick enough to shrug off direct hits from missiles and rail-guns. Their codename is derived from both their prefered hunting tactic and the the color of their thick, knotty exoskeleton. A Lime's body is protected beneath interlocking layers of thick chitin the cool green of a Carribean tidal pool. The Lime's relatively vulnerable underbelly is a pale amber, and is studded with

hollow, globular organs designed to store and collect sunlight.

A Lime's oblong, hammerheaded skull is protected beneath multiple layers of pale green chitin. A row of large, ovid eyes runs down the centerline of the skull, allowing the creature to easily judge the distance to prey. Eight to twelve smaller eyes ring the skull, giving the Lime excellent peripheral vision. It's vicious maw includes rows of shark-like teeth strong enough to bite through reactive armor.

Though the SniperLime's bite is lethal, the laser-like organs on the monster's shoulders are its most fearsome weapons. These twin organs resemble blunt horns made of some semi-transparent, glasslike substance. Luminious organelles and flammable, plasma-like blood boil within the slender tubes. Using some of its stored solar energy, the SniperLime can initiate a catalytic reaction, which fires a lance of blinding yellow/green energy similar to a laser.

Thanks to their natural energy weapons, SniperLime have evolved as deadly ambush predators- living tanks that can bring down unlucky prey from nearly a mile downrange. Though heavily armored, they have no taste for close combat and will flee at the first sign of danger.

Lime are common near the equator of several Necklace planets, basking in the warmth of the Necklace's many captured suns. After a large meal, the monsters can be found half buried in coastal sands, bellies exposed to the warmth of the sun, the solar collection nodes lining their thorax glowing faintly with stored solar radiation. While digesting, a Lime's body reaches high enough temperature to scorch the sheltering sand to glass. Shallow, glass-walled divots along the shoreline mark these hunters' territory.

Lifechained: The SniperLime is a Lifechained creature. It can sense the presence and direction to any other Lifechain within a one-mile radius. The creature is considered to have 2 Lifechain feats for the purposes of predatory Lifechain abilities.

Dayhunter (EX): Lime are diurnal creatures, and depend on sunlight to regulate their core temperatures. At night or during cold weather, these creatures are sluggish and torpid. The Lime receives a +10 racial bonus on Spot checks made in bright light.

The Lime suffers a –2 penalty on all attack rolls, skill checks and saving throws during the night, in darkness or in cold climates.

Hunting Lance (EX): The Lime's inborn weapons allow it to fire a lethal, laser-like blast, which it uses to bring down prey and defend itself. A number of times per day equal to its CON Modifier (typically 5 times daily), the Lime may fire a biologically generated, laser like weapon.

This hunting lance has range increment of 250 ft, and the Lime receives a +5 racial bonus on ranged attacks with this weapon. The Lime's laser inflicts 6d6 + CON modifier points of force damage on a successful hit.

If the Sniper Lime is forced to, it can fire more times than its CON modifier would normally allow; the Lime usually only does this to defend itself from predators or when defending its nest. Each additional shot past its daily limit wounds the creature badly, inflicting 2d4 points of temporary CON damage. Those watching a Lime attempt this desperate tactic will see micro-explosions and plasma discharges racking its body and searing away internal tissue.

Tetratagon Judge-type (CR 17)

Large Lifechained Construct
Lifechained: 5
Init +6; **Senses** Darkvision 60 ft, Blindsense 120 ft, Sensor Suite (equal to a PL 8 light starship) **Aura** None
Languages Stonecutter, Half Grey, Draconic, Celestial, 1-4 Terran languages of choice

Defense 21**, touch** 11, **flat-footed** 19
hp 15d10 +20 (104 hp); **DR** 10/-
Immune Critical hits, stunning, non-lethal damage, ability damage, energy drain, massive damage. Mind influencing effects, sleep, paralysis, stunning, disease, poison.

Immune Cold, Fire, Radiation
SR 18
Fort +8, **Ref** +10, **Will** +7

Speed 40 ft / flight 90 ft (perfect) in atmosphere / Starleap space flight
Melee +21 melee (2d6+10 slam)
Melee Space 10 ft x 10 ft.; **Reach** 10 ft.
Base Atk +11 ; **Grp** +25
Atk Options +21 melee (2d6+10 slam)
or +13 ranged (7d6 variable energy; 50 ft range increment)
or up to 4 independently targeted tetraquills (1d8 damage plus poison, initial and secondary damage –1d4 STR; FORT DC 18 negates ; 1,000 ft max range)
Special Actions: Full Round Action, Particle Beam (10d6 fire/slashing, 60 ft cone, REF DC 25 for half damage)

Abilities STR 31 DEX 15 CON - INT 16 WIS 15 CHA 17
SQ Construct Traits, Lifechain Primacy, Genesis Pico-detonation
Feats Track (B), Lifechain Primacy (B), Improved Initiative
Skills None
Possessions None

Tetratagon Judge-types are among the most powerful creatures the Lifechain has to offer. Fortunately for humanity, these enigmatic alien warriors act as soldier-champions, defending civilized space from Lifechained predators. Judge-types are sworn to the service of The Genesis, and like their Maker, these creatures wage an endless war against the fearsome predators of the Nemesis Lifechain. To most sentient races, these epic battles are visible only as strange lights in the sky, flaring star bright for a second of unleashed firepower, and than fading into the darkness.

Judge-types are imposing, bio-mechanically augmented Lifechained warriors; they are the ultimate evolution of the combat cyborg. Their massive bodies are woven with miles of corded, steel-like fibers, giving them amazing strength and durability. Tetratagon Judge-types are protected beneath a layer of ultra-dense molecular armor so purple it seems almost black. Luminous energy channels run the length of the creature's sleek hull, and glow star bright when the creature flies or uses its onboard weapons.

A Judge-type's helm resembles a humanoid head molded from liquid gold and platinum, sculpted to resemble a stylized war mask. The creature's artificial face is surprisingly expressive. Individual Judge-types can be recognized by their facial structure, as well as through the unique configuration of their main gun.

A Tetratagon Judge-type's massive main cannon is its badge of office. The creature's particle cannon hovers a few feet above it's shoulder at all times. While inactive, the weapon resembles a thick black and purple trapezoid, covered with discharge vanes and glowing circuit nodes. When commanded to fire, the barrel unfolds and extends, and the thought-guided weapon and takes shape.

On the single occasion a Tetratagon Judge-type has ventured into Earth space, during the winter of 2078, the alien warrior was mistaken for a prototype Lifer shell suit. The Damocles line fired upon the Tetratagon without effect. Judge-types rarely venture far from Phallus Space, preferring instead to patrol the borders of settled space, ever watchful for Nemesis Lifespawn incursion. Ironically, when shown photographs of Terran Lifer power armor, many alien spacefarers often mistake the soldiers for a strange Judge-Type variant.

Lifechained: The Judge-type is a Lifechained creature. The creature is considered to have 5 Lifechain feats for the purposes of predatory Lifechain abilities.

Judge-types cannot heal damage on their own but can be repaired using the Repair skill. A successful Repair check (DC 45) heals 1d10 points of damage to a construct, and each check represents 1 hour of work.

A Judge-type reduced to 0 hit points is

immediately destroyed and cannot be repaired. A slain Judge-type cannot easily be *resurrected*.

As a Lifechained construct, the Tetratagon Judge-type is vulnerable to harmful effects requiring a FORT save when generated by another Lifechained creature. Thus, the creature would be venerable to a Scorpion Mirage's bio-toxins, even though the Judge-type is immune to other types of poison.

Spaceworthiness (EX): A Judge-type's hull is composed of ultra dense polymer impregnated with a few atoms of dark matter, making them virtually indestructible. Judge-types are immune to Fire, Cold and Electricity damage. They are also immune to radiation and can survive indefinitely in space.

A Judge-type's thick hull and durable armor plating gives it a high natural armor bonus and Damage Reduction 10/-. As a product of a divine lineage older then the universe, the Judge-type receives Spell Resistance 18.

With its onboard star-drive, a Judge-type can travel through hyperspace under its own power, far faster and more easily than most starships.

Sensor Suite (Ex): Judge-types have *Darkvision* with a 60 ft range, and mechanical *blindsense* with a 120 ft radius. They can transmit and receive unencrypted radio, telephone, Mesh/Internet and cell phone signals. Their long-range sensors and communication gear are equal to those aboard a top of the line, Progress Level 8 space fighter.

Tetratagon Judge-types can sense the presence and direction to another Lifechained creature with in a five light year radius, and can easily track a Lifechain across a single planet. Judge-types are equipped with the Track feat, but my only use this feat to track other Lifechain creatures.

Lifechain Primacy (SU): As a servant of The Genesis, the Tetratagon Judge-type can restrict the behavior of lesser Lifechains. Lifechained creatures cannot easily attack or hinter the Judge-type.

Non-Lifechains are not affected by this ability in any way.

Lifechain creatures with 16+ HD are immune to the effects of this ability.

Lifechain creatures with 7-15 HD cannot make attacks of opportunity against the Judge-Type.

Lifechain creatures with fewer than 7 HD cannot attack or take direct hostile actions against the Judge-Type.

Lifechained creatures with 4 or fewer HD cannot attack or take direct hostile action against either the Judge-Type or known allies of the Judge-type, providing those allies are within 60 ft of the construct.

Each Lifechain feat a creature possesses reduces its effective character level / Hit Dice by –1 for the purpose of this ability.

Tetraquills (EX): A Judge-type uses its tetraquills – razor sharp sapphire darts fired from launchers on its wrists- far more often than it fires its main cannon. The Tetratagon Judge-type uses these incapacitating quills to bring down prey without killing it, and to weaken Lifechain predators.

No attack roll is necessary to launch a tetraquill dart. The self-propelled mini-missile has a maximum range of 1,000 ft, and strikes unerringly any visible target within this range. Launching a dart is a standard action.

The Judge-type can fire a spread of up to four tetraquills as a single action. All the targets of the spread must be within 10 ft of each other, and no target may be struck by more than one dart per spread.

The quills inflict 1d8 points of piercing damage, and deliver an injury toxin. Initial and secondary damage is –1d4 STR. A DC 18 FORT Save negates the toxin; Lifechained creatures suffer a penalty on their FORT saves equal to the number of Lifechain feats they possess.

Flexible Armory (EX): A Tetratagon Judge-type is a living weapons array, able to customize its offensive capabilities for the situation at hand. These enigmatic alien samurai take great pride in never using more force than is absolutely necessary to resolve a crisis. The creature gains the Weapons Evolution feat as a racial bonus feat.

The Judge's variable-load onboard weapons inflict 7d6 points of damage. The damage type is either Ballistic, Subdual, Fire, Cold, Electrical or Sonic, chosen at the moment the shot is fired.

The variable weapon's range increment is 50 ft. Damage type may be altered as a standard action, which provokes attacks of opportunity.

This feat may be used an unlimited number of times per day, and requires only a small amount of the Judge-type's total power. Each shot fired represents a standard action.

Particle Beam (EX): As a full round action, the Judge-type can command its thought-linked weapon array to fire a deadly particle beam. As the star-warrior's cannon builds to eruption, the air ignites around it, and a high-pitched hum builds to an ear splitting rumble.

When the robotic knight finally fires it's energy beam, the resulting attack is a 60 ft cone of charged particles that inflict 10d6 points of damage. Half this damage is fire; half this damage is slashing damage. Those caught within the cone can attempt a DC 25 REF Save for half damage.

Genesis Pico-detonation (EX): When the Tetratagon Judge-type falls, its onboard nano-repair systems ensure that no trace of the creature remains to pollute lower tech cultures. When the creature is slain, its zero-point energy cell detonates, completely obliterating the robot. The detonation inflicts 6d6 points of fire damage to everything within a 10 ft radius.

However, the explosion unleashes a storm of advanced pico-tech, that instantly repairs 1d10 points of damage to all mechanical creatures, including other Judge-types and Constructs within a 100 ft radius. Non-masterwork skill kits, commercial electronics and advanced weapons within range of the detonation are permanently transformed into

their masterwork equivalents.

This 'garbage pico-tech' degrades into uselessness within a few seconds of the explosion.

Truegrey (CR 7)
Medium Lifechained Outsider
Init +3; **Senses** Blindsense 120 ft, Darkvision 60 ft **Aura** 120 ft Entropic Whispering (WILL DC or become *shaken;* dying creatures lose 1d4 HP per round while in range)
Languages Infernal, Celestial, Half Grey ; psionic communication via *forced minklink*

Defense 16**, touch** 12, **flat-footed** 14
hp 7d8+7(39 hp); **DR**
Immune Ballistic Damage, Cold, Suffocation and Vacuum.
Vulnerable: *Photophobic*. 1d4 points of damage per round in natural sunlight, -2 to attack rolls, skills and saves in bright light.
Fort +6, **Ref** +7, **Will** +6

Speed 30 ft / flight 30 ft (good)
Melee +7 melee (talons, 1d6+1 slashing)
Melee Space 5 ft x 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +7
Atk Options +7 melee (talons, 1d6+1 slashing), Death Gaze
Special Actions: Death Gaze (30 ft, DC FORT Save negates)
Psi-Like Abilities (8th): Forced Mindlink, at will (WILL DC 16 negates)

Abilities STR 12 DEX 15 CON 13 INT 19 WIS 13 CHA 14
SQ Entropic Whispering, Not There, Darkworlder
Feats Combat Expertise, Improved Disarm
Skills Hide +11 (+21 in darkness), Move Silently +11, Intimidate +11, Pilot +6, Knowledge (2 of choice at +7 each, usually earth & life sciences and arcane lore or theology & philosophy)
Possessions Usually accompanied by 2-8 Grieving Servants

The Truegrey died out before sentient life evolved on Earth, but their fearsome legend still lingers. Many races distrust and dislike the Half Grey for their blood-connection to this horrific and long vanished race; pogoms and genocide have been launched against the Half Grey to ensure that the hybrids never replicate the crimes of their parent species. A handful of spacers claim to have encountered Truegrey survivors out in the Big Black. The tales are discounted for one simple reason: someone was alive to tell them. The Truegrey of old never left witnesses behind.

The ancient Truegrey stand almost as tall as a human, with skins the indistinct greyish-black of a unlit room in near total darkness. They resemble their Half Grey children, displaying emotionless, androgynous faces. Their almond shaped eyes are a deep purplish-black.

Truegrey hair is straight and black, worn long; Truegrey warriors took great pride in their hair, and would spend hours combing and arranging it into intricate topknots before venturing into battle. Truegrey fingers end in razor sharp talons as black as the creatures' eyes.

Lifechained: The Truegrey is a Lifechained creature. The creature is considered to have a single Lifechain feat for the purposes of predatory Lifechain abilities.

Entropic Whispering (SU): The Truegrey are accompanied by a discordant aura, similar to (but much more intense than) the terrifying auditory hallucinations which accompany their Half Grey children.

All creatures within 120 ft of the Truegrey, even those creatures unaware of the Truegrey's presence must succeed at a DC 18 WILL Save or become *shaken* for as long as they remain in the Truegrey's presence and for 1d8 rounds afterward. Those who fail their saves by 5 or more points become *panicked* instead, and remain so for 1d8 rounds after fleeing the area.

The Truegrey's aura is entropic, not merely an empathic effect. Creatures reduced to 0 HP or fewer lose –1d4 HP per round, until the wounded creature either dies or becomes stable, so long as they remain within 120 ft of the Truegrey.

Forced Mindlink (SP): At will, a Truegrey can use *Forced Minklink* as a psi-like ability. Using its telepathic gifts, the Truegrey can communicate with any sentient creature, regardless of absence of a common language.

Death Gaze (SU): Truegrey are such adept killers they can snuff out humanoid life with a glance. Any creature within 30 ft of a Truegrey that meets the monster's gaze must succeed at a DC 16 FORT Save or die instantly. This ability is usable at will, as a standard action.

Lifechained creatures suffer a penalty on their FORT Save equal to the total number of Lifechain feats they possess. The Truegrey's death gaze cannot affect half Grey, as well as any creature with the Kyran feat, regardless of species.

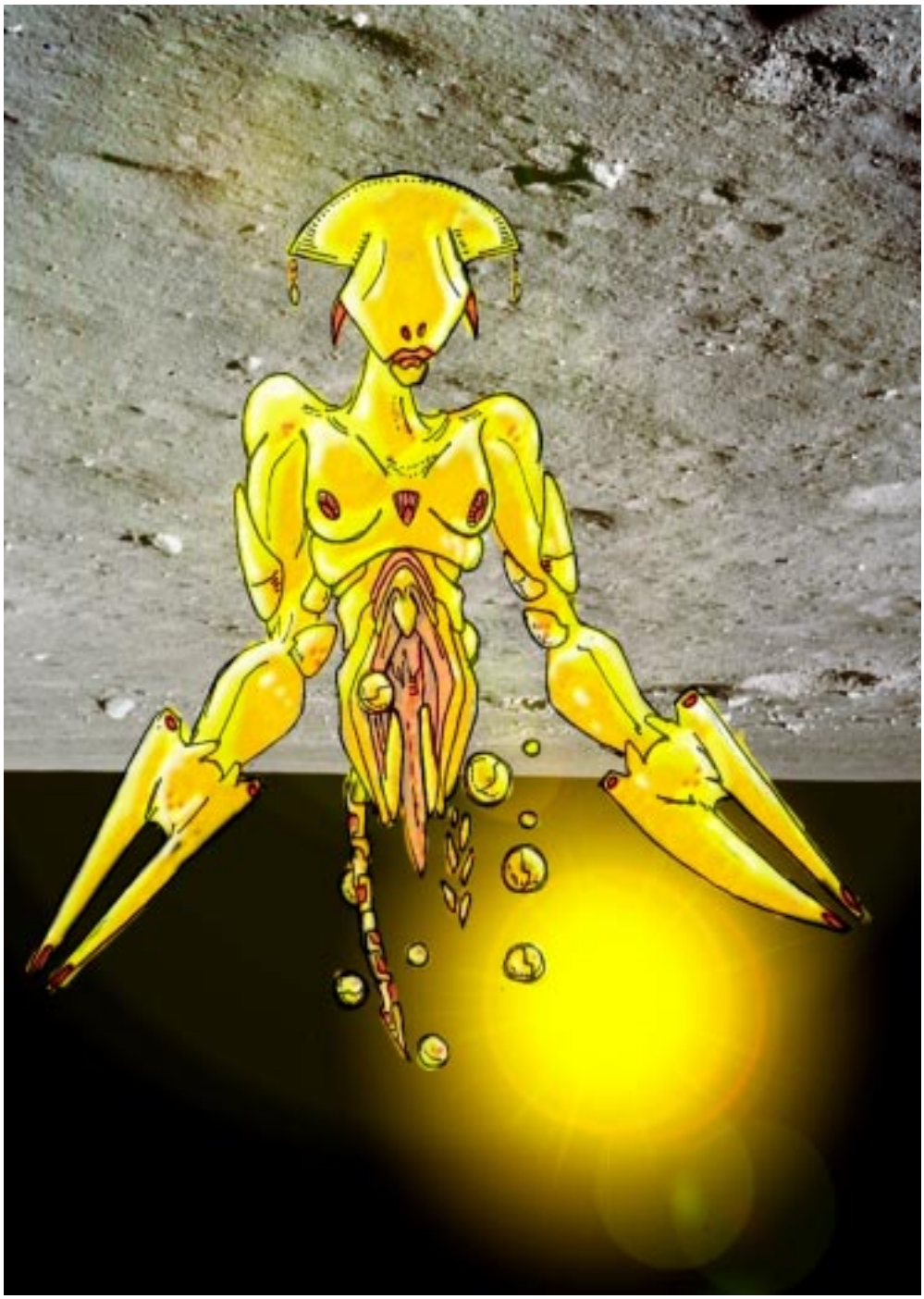
Not There (SU): A Truegrey instinctively phases when struck by fast moving projectiles- tiny parts of its body disappearing into un-reality to let the bullets pass through them harmlessly. A Truegrey suffers no damage from any form of ballistic damage.

This ability will not function when the Truegrey is exposed to natural sunlight.

Darkworlder (EX): Truegrey are adapted to the darkness and cold of deep space. They have no need to breathe, and are immune to Cold, suffocation and hard vacuum. Truegrey receive a +10 racial bonus on Hide checks made in dimly illuminated areas or areas of worse illumination.

Photophobic (EX): Truegrey hunt by night, and the mere touch of sunlight can burn away their flesh like a laser's beam. If exposed to natural sunlight, the Truegrey suffers 1d4 points of damage per round. The Truegrey loses its immunity to ballistic damage in natural sunlight.

The Truegrey suffers a –2 penalty on attack rolls, skill checks and saving throws in daylight or bright artificial light.



Valkarie-type (CR 12)
Medium Lifechained Construct
Lifechain: 1
Init +10; **Senses** Blindsense 120 ft, Darkvision 60 ft, Sensor suite equal to a PL 8 light starship **Aura** Bright illumination 60 ft ; Zone of Fecundity
Languages Celestial; communicates telepathically with any female sentient, regardless of language.

Defense 28**, touch** 20, **flat-footed** 18
hp 12d10+ (hp); **DR** 10/magic
Fast Healing 3
Immune Critical hits, stunning, non-lethal damage, ability damage, energy drain, massive damage. Mind influencing effects, sleep, paralysis, stunning, disease, poison. **Immune** Cold, Fire, Radiation
SR 15
Fort +4, **Ref** +14, **Will** +8

Speed flight 250 ft (perfect) in atmosphere / Starleap space flight
Melee +10 melee (1d8+1 slam)
Melee Space 5 ft x 5 ft.;
Reach 5 ft.
Base Atk +9; **Grp** +10
Atk Options +10 melee (1d8+1 slam)
or + 19 ranged (infinite range particle beam 10d6 ballistic, 1000 mile range increment, no maximum range)
Special Actions: Predictive Sniper
Spell-Like Abilities (5th): Three times per day- Cure Moderate Wounds (2d8+5 hp) ; Lesser Restoration ; Remove Disease (cast to aid females only)

Abilities STR 12 DEX 30 CON - INT 16 WIS 18 CHA 12

SQ Construct Traits, Fast Healing 3, Annunciate, Zone of Fecundity
Feats Track (B)
Skills None
Possessions None

Valkarie-types are believed to be the heralds and harbingers of the Mother, forming the backbone of her vast armada. Like Judge-types, these impressive bio-mechanical soldiers patrol the Necklace, hunting and exterminating Nemesis Lifespawn whereever they are encountered.

The Valkarie-types are as intelligent and determined as they are enigmatic. They do not speak in the conventional sense; instead, they can communicate telepathically with any sentient female, regardless of species or language. The Valkarie-type's true purpose is unknown: they are almost angelic harbingers of fertility and new life. These constructs are known to appear to humanoid females across the galaxy, announcing that they have been chosen to bear Lifechained offspring. The Valkarie-types are responsible for the creation of thousands- possibly millions- of new Lifechained demi-gods, all drawing their power from the Mother at the same time they expand Her sphere of influence.

Valkarie-types are cyber-enhanced demi-goddesses sculpted from a living, golden alloy. These constructs resemble a stylized humanoid figure from the abdomen up. Their delicate neck is long and slender, topped by an eyeless yet feminine metal face. Short, brightly glowing horns surround the Valkarie-types skull. The Valkarie-type's arms are long and graceful, with each limb ending in a pair of sleek particle beam cannons.

Valkarie types have no lower bodies; their torso ends just beneath the sternum. The space where their belly and legs should be is instead a free-floating collection of golden organelles and bio-mech components, drifting in a powerful gravity field.

Lifechained: The Valkarie-type is a Lifechained creature. Despite their fire-power the creature is considered to have a single Lifechain feat for the purposes of predatory Lifechain abilities.

Construct Traits (EX): Valkarie-types are immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a FORT save unless the effect also works on objects or is harmless. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Valkarie-types gain Fast Healing 3, thanks to their innovative self-repair systems and their vast positive energy reserves. Unlike other constructs, these creatures can regain lost hit points under their own power. A damaged Valkarie-type can be repaired with a DC 45 Repair check. The check represents one hour of work, and allows the Valkarie-type to recover 1d10 HP.

A Valkarie-type reduced to 0 hit points is immediately destroyed and cannot be repaired. A slain Valkarie-type cannot easily be *resurrected*.

As a Lifechained construct, the Valkarie-type is vulnerable to harmful effects requiring a FORT save when generated by another Lifechained creature. Thus, the creature would be venerable to a Scorpion Mirage's bio-toxins, even though the Valkarie-type is immune to other types of poison.

Spaceworthiness (EX): A Valkarie-type's hull is composed of ultra dense polymer impregnated with a few atoms of dark matter, making them virtually indestructible. Valkarie-types are immune to Fire, Cold and Electricity damage. They are also immune to radiation and can survive indefinitely in space.

A Valkarie-type's ever changing semi-liquid golden skin gives it a high natural armor bonus and Damage Reduction 10/magic.

As a product of a divine lineage older then the universe, the Valkarie-type receives Spell Resistance 15.

With its onboard star-drive, a Valkarie-type can travel through hyperspace under its own power, far faster and more easily than most starships.

Sensor Suite (Ex): Valkarie-types have *Darkvision* with a 60 ft range, and mechanical *blindsense* with a 120 ft radius. They can transmit and receive unencrypted radio, telephone, Mesh/Internet and cell phone signals. Their long-range sensors and communication gear are equal to those aboard a top of the line, Progress Level 8 space fighter.

Valkarie-types can sense the presence and direction to another Lifechained creature with in a five light year radius, and can easily track a Lifechain

across a single planet. Valkarie-types are equipped with the Track feat, but my only use this feat to track other Lifechain creatures.

Infinite Range Particle Stream (EX): The Valkarie-type's arms end in a battery of long barrelled particle beams. These lethal energy weapons have a range so long it's effectively infinite. The product of an ultra-advanced technology, these cannons can accurately lock-on to and strike a target halfway across a solar system.

The Valkarie-type's particle beams have a range incriment of 1,000 miles, and no maximum range! Once fired, these beams continue travelling until they hit a target, no matter how many light years they cross during the interval. A Valkarie-type's particle beam inflicts 10d6 points of ballistic damage on a successful hit, and threatens a critical hit on a roll of 18-20.

Predictive Sniper (EX): A Valkarie-type can kill a human sized target with an extremely accurate sniper shot, travelling at the speed of light, from half a galaxy away. Her onboard computers include quantum processers, capable of a limited form of tactical precognition, allowing her to calculate a target's future movements and wage FTL war at stellar distances. For each full round action the Valkarie-type dedicates to aiming, she receives a cumulative +1 insight bonus to her ranged attack roll.

There is no upper limit to the bonus the Valkarie-type can receive in this manner. The constructs often use this ability to off-set and eventually completely eliminate the penalty involved in sniping a target from a planet- or half a galaxy - away. Some Valkarie types spend centuries preparing a kill-shot, firing only when they are absolutely certain they cannot miss.

Annunciate (SU): As deadly as she is in combat, the Valkarie-type's true purpose is to spread the Mother's Lifechain and attend the birth of new demi-gods and goddesses. To this end, the construct has been imbued with abilties similar to the Mother's own.

The Valkarie-type can communicate telepathically with any sentient female, regardless of species or shared language. The Valkarie-type can manipulate the Lifechain and induce pregnancy in any healthy, willing female of reproductive age within 60 ft.Using this ability, the Valkarie-type can induce pregnancy even in elderly, sterile or infertile life forms, including those who would not normally be able to concieve.Children concieved in this manner gain the Awakened Heritage (The Mother) feat as part of their genetic birth right.

Zone of Fecundity (SU): An aura of positive energy, life and growth accompanies the Valkarie-type. She is surrounded in a glowing nimbus of golden light, which extends in a 60 ft radius from her body.

Creatures within this aura automatically stabalize when reduced to 0 HP or fewer. This ability is always active, and affects both allies and enemies within the Zone of Fecundity.

If the Valkarie-type spends at least eight hours in the company of any wounded life form, that creature recovers hit points and ability score damage at double the normal rate.

Spells and effects that manipulate or generate positive energy, such as *cure light wounds*, have their numerical effects maximized when cast within 60 ft of a Valkarie-type.

VI. The Gods Themselves

23 Billion Years Ago. Proto-history.
The Victory planetoid.

It is the morning of the first hour of reality. The universe is still new and immature and raw. The Big Bang still echoes across the cosmos.

A pair of immortals strides through the white desert, long shadows stretching across the glistening sands. The ruins of an ancient city, protected by the statues of gods now long vanished, rise like skeletal fingers from the dunes.

One of the immortals is what would eventually be termed 'humanoid' and wears a shape that would eventually come to be called 'female'. Her companion is a distorted alien shape, a centipede creature with legs a taller than an office building, surrounded by floating, hovering disks, hanging in orbit around the creature.

The female creature walks along the forest of her companion's hundred bio-mechanical legs, keeping pace easily with her alien companion. Her fleshy body is protected beneath a carapace of some emerald alloy, a substance that breathes and moves and thinks in tune with the woman who wears it. The female creature wears a thick green cloak, her alien face hidden within the shadows of the deep cowl. Her skull is part insect, part bird, some fish, but her eyes are human and beautiful.

With what might be wonder in his voice, the centipede thing speaks, his voice pitched into the high ultra-sonic range, "A frontal assault upon Singular Father was suicide, and so it shall always be. What did you hope to gain?"

The goddess kneels in the sand, her cloak rippling in the hot breeze. She cranes her head to look at her tall, un-human companion. She lets the sand run through her fingers before she answers, "Your father did not give us any time to prepare. By

the time the Senate had gathered our armies, the Singular had begun to alter the reality. The Phallus.... it had already been poisoned. We thought, perhaps, there was a small chance that we could….no. No."

For a long moment, the goddess stares down at a bleached skull lying half buried in the sands. She reaches out a hand, and disturbs a nest of tiny, black and purple beetles who surge out from the almost-human skull with a hiss. The goddess' very human eyes narrow and she speaks, her voice pitched into the x-ray range,

"That is a lie, and I swore I would never lie to you. All the Senate knew we had lost the universe before the battle even began, that we would die soon. We just wanted a single opportunity to cause the traitor agony. We wanted a futile vengeance, nothing more, and let all the universe burn around us."

The centipede of gold and silver stalks around, encircling the goddess. It lowers its skull to the female's eye-level. The centipede is a construction of articulated gold plates and wrought iron biomechanisms, and she takes in the sheer, perfect majesty of its construction. The machine-god's skull is a nearly featureless golden sphere, surrounded by hundreds of camera eyes, and the centipede's long barreled particle cannons hang from the creature's jaw like mandibles.

Further down the creature's metallic gullet, feeding pincers twitch nervously, tasting the air. A dozen point defense shields float the length of the centipede's body; they resemble floating Persian rugs, colorful, gold-fringed starbursts of yellow and crimson. The monster expresses something that might be a smile, and trills a low-UV burst of excited laughter.

"Ha! At last the exemplar of the heavens admits to the basest emotions known to sentience!"

"My emotions have never been hidden or false. I despise your Father. He is a usurper and an abomination, and if I had the power I would cleanse Him from this corrupted epoch He has woven."

The machine god narrows a hundred camera eyes, all focusing in on the goddess' face. Her image is reflected in each unique glass eye, as well as in the gold skull sphere. She rises from her crouch, letting the sand reclaim the buried alien skull.

"But you lack that power."

As the goddess stands before the centipede god, a pair of blue suns rises slowly and magnificently beyond the desert. The female's voice is a throaty, gamma-ray whisper, a voice of seduction designed for the ears of only one creature.

"As do you, no matter how many of the Senate's relics you unearth. Your…. brother is the favored son, after all."

The centipede stalks around the female, intricate joints clicking rhythmically. The centipede's movements are painful, angry, and ashamed.

Without a further word, the centipede lifts its camera-studded skull to the heavens, and as it uncoils, begins to lift off. Gravity warps down the length of the god's long body. One by one, it's forelegs leave the sand. Dun colored granules slide down the thing's articulated climbing claws.

When the god finally speaks, his voice is curt and angry. He's enraged enough to yell in the audible spectrum… "And your plan is,what? Another spectacular suicide charge? Singular Father's defenses are even stronger now. Singular Father cannot be beaten. Not Singular Father."

She is nonplussed by his anger. "What have you seen of this new universe of your father's, than?"

With a gesture, she tosses back her cloak, and it flares out behind her like great wings. She negates the pull of gravity on her own body, and soars slowly into the purpling sky. The centipede twines endlessly- nervously- around her body as the unlikely pair ascends.

The centipede shrugs as best it can when it answers.

"As you say, it is a new universe. There is very little interesting here yet. Some simple life, a handful of species, which may prove to be efficient servitors one day.... little else. Boring."

The sky goes even darker, the air turning a frozen, cryogenic purple as they ascend past the limits of the desert world's breathable atmosphere. She points upward to the massive bulk of the Phallus, looming above them both, "Than you miss the point."

At that, the centipede's many eyes regard the goddess curiously. Her smooth face contorts in an expression of disdain, and his sensors focus upon that, puzzled beyond measure. Ice crystals form as she speaks, and her lips are touched with frost. Above them, below them, all around them, are the stars and the vast cosmic weight of the Phallus.

"I see a universe created in your father's image. And fortunately, He lacks imagination, or perhaps His need for control outstrips His ambition. Ours is a universe of pathogenesis and mitosis, endlessly replicating in His image. It is a stagnant reality, and this is not all there is."

The centipede turns his face towards a blue sun, and the Phallus and its orbital necklace are reflected in his faceplate. He appears lost in thought; his feeding pincers scrape nervously. "Your logic escapes me, as always."

The alien goddess with the all-too-human eyes smirks. "We can introduce change and chance into His closed system. Together we can create an infinite catalogue of life, and sow the seeds of your father's defeat in that infinity. Look at me, at this phenotype I wear."

She pulls off her cloak, and tosses it to the planet far below. The cloak flutters away in zero gravity. The goddess removes her thought-responsive armor, letting it too drop to the planet beneath them. Her pendulous, exposed breasts and her swollen genitals pulse with green flames. She hangs there, nude and radiant in deep space. She stretches out her hand to the centipede god.

Her blue/green fingers touch the barrel of one of the centipede god's many rail cannons. She draws closer to the centipede god; his segments click softly as they coil around her. The biomechanical creature embraces the nude goddess tightly.

With a gasp, the two divinities touch, and he slides softly into her welcoming body. She whispers to him through a wireless channel, "This is the last secret of the fallen universe."

Their orgasm is a near-nuclear detonation that scorches away the desert world's atmosphere, a nova visible for a hundred light years in all directions. It is a storm of emerald fire.

When the fires fade, whether after a minute or a century, both deities are transfigured.

The embrace has changed the centipede god. As the orgasm fires fade, their lovemaking has become an encounter between two humanoids. The centipede has become a man: a man of gold, silver and iron cyber systems, carved to the ideal of humanoid perfection. Pulsing gems embedded in his body channel alien power, a long curving steel penis is dotted with plasma channels. Wisps of fusion ejaculate drift away from his body. His red and gold point defense shield hovers a few inches from his back, spinning slowly in an exotic energy field.

The embrace has changed the goddess. Her belly is fat and swollen, her massive breasts even heavier than before. Burning stellar plasma drifts from between her legs, and leaks like milk from her swollen breasts.

The embrace ends. The now humanoid machine-god looks down at his body in amazement, and than up at the goddess that changed him. She touches her belly, her hand thrown into shadow by the intense light pulsing there. Her fetus dances slowly inside her.

"We are the harbingers of change, Genesis. We are the first in this universe to produce a child. To create a new life, a genuinely new being, a creation of passion and random genetic drift, not of sterile, incestuous order. A union of our two great houses."

The goddess promises, "I will forge our daughter's body."

The god promises, “and I will forge our daughter’s armor.”

The promises made, the goddess turns away, quickly accelerating towards light speed. With a mental contraction, like the making of a fist, she opens a wormhole and enters hyperspace. She accelerates towards infinity, towards whatever world she will choose to bear her child upon.

The universe had truly begun.

An extraordinary handful of humanoids might encounter one of the Third Pantheon. These gods are powerful and purposeful beyond the imaginings of even the strongest mortal minds.

The gods are grouped by relative power level. Roe Athene and Artemis live and wage war among humans. Artemis is a young goddess, far weaker than the others of her Pantheon, and Roe Athene is an avatar of the Mother. For all Roe’s vast, world shaking power, she is a shadow of her true divine self. She has willingly limited herself so as not to overwhelm the mortals she interacts with.

By contrast, the Brothers- the Nemesis and the Genesis are creatures of incalculable alien power. It’s possible, however unlikely, to defeat Roe Athene or her the Artemis in battle. The Nemesis and his divine rival are so powerful and fearsome that they can shrug off assualts from entire space armadas.

The Mother and the Singular are not given game statistics. If their eldest offspring are Challenge Rating 40+, than their divine parents are exponentially more powerful. The Mother and her murderous consort are at least CR 80, and probally far, far more powerful. These two entities sleep in each other’s arms, resting within the cocoon of the Phallus and dreaming the Multiverse. Slaying either of them is a quest beyond the scope of this guide…. possibly beyond the scope of **any** guide.

Godfall

It’s possible for a mortal to bring down one of the Third Pantheon’s lesser gods. The Battle of Boston, during 2091, when the combined might of Roe Athene and the Choicer military were finally able to destroy Artemis is proof of that. Roe’s sword ended Artemis’ life and ended the War. The fallen Lifer goddess was buried in deepest space, on an asteroid tomb orbiting a red dwarf star.

However, for the Pantheon, even death is not forever.

If one of the lesser Gods of the Pantheon is slain, they will eventually claw their way back to life within a few centuries. Their injuries might cause the god pain or weaken them, but within a few months of their ressurection, they will be as strong and purposeful as they ever were.

Often, a slain god will persue a new course once it returns to life, abandoning whatever quest or project or celestial fued lead to their murder. Artemis, in her divine madness, has broken this tradition. Her tomb is empty, and her flight path takes her back into Earthspace…..

Commander Roe Athene (CR 27)
Medium Lifechained Outsider
Lifechained: 1
Init +6 (+10); **Senses** Blindsense 60 ft, Darkvision 120 ft, Lowlight Vision, Scent
Aura Femininity’s Knight (60 ft, female creatures become immune to mind-affecting abilities)
Languages Any.

Defense 21**, touch** 16, **flat-footed** 15 (Defense 29 when Shield and Mage Armor are active. Improved by +4 when battling a sentient female)
hp 19d8+171 (257 hp); **DR** 10/- **Fast Healing** 3
Immune Fire, Cold, Radiation, Suffocation and Vacuum. Mind-affecting abilities. Massive Damage. Poison, Disease, Stunning, Non-lethal damage, energy drain, ability score damage. Immune to predatory Lifechain abilities
Resist Electricity 10, Acid 10, Sonic 5 **SR** 12
Fort +20, **Ref** +17, **Will** +16

Speed 60 ft / flight 120 ft (average) in atmosphere / Starleap space flight
Melee +29/+24/+19 melee (4d8+10 great sword, crit 17-20 x3)
Melee Space 5 ft x 5 ft.; **Reach** 5 ft.
Base Atk +19; **Grp** +29
Atk Options +29/+24/+19 melee (4d8+10 great sword, crit 17-20 x3) or Superior Spell-Like Abilities
Usually Power Attacks for –15 to hit, +15 to damage
Special Actions: Execute Lifespawn
Superior Spell-Like Abilities (10th): At will-Magic Missile (5 missiles, 1d4+1 force) Faith's Fury (targeted at Lifer allegiance, 10d6 holy + blinding, FORT DC 20 partial), Fireball (10d6 fire, REF DC 19 half), Lightning Bolt (10d6 electricity, REF DC 19 half), Mage Armor, Shield, Wall of Force

Abilities STR 31 DEX 22 CON 28 INT 19 WIS 20 CHA 22
SQ Lifechained Primacy, Athena's Victory, Fast Healing 3, Femininity's Knight
Feats Dodge, Agile Riposte, Mobility, Spring Attack, Power Attack, Cleave, Trustworthy
Skills Bluff +10**, Diplomacy +27** , Intimidate +10**, Knowledge: arcane lore +14, civics +9, current events +9, history +24, popular culture +9, tactics +24, theology & philosophy +9, Sense Motive +15**, Spot +10, Treat Injury +10
** add a +10 racial bonus when skill is used against a sentient female creature
Possessions Celestial armory.

"I came to know her before she overthrew my government/
It was no conspiracy/ Only the unravelling of a fist."
- Saul Williams, Said the Shotgun to the Head

Roe Athene is the post-human champion of Choicer America, the general of their Covenant's military, the one woman able to stand against Artemis and end her madness. Her origins and true name- if she has one- are unknown. The NSA believes she's a Lifechained supersoldier born and bred on a Choicer out colony. APEX believes otherwise, theorizing the Roe is one of the planet's first metahumans- a being possibly several thousand years old, one of the Earth's few unexplainable genetic anomolies, like Old Man Buffalo or Necro-Girl. The general public (at least the Choicer public) believes she is human- the very best humanity has to offer, empowered by her beliefs as much as by her genetic gifts.

Only the upper echelons of the Choicer miltiary machine know the truth about their super-human exemplar, and even they know only fragments of her true history.

Roe Athene is the semi-mortal avatar of the Mother. The Roe has existed for millions of years, acting as the Mother's hands, eyes and voice in the mortal realm. It was this avatar which seduced the Genesis, and who introduced sexual reproduction into the Third Universal Iteration. And it was this avatar who gave birth to the angry demi-goddess Artemis.

Roe Athene and her wayward daughter have waged an endless war for longer than life has existed upon Earth. Their struggle has laid waste to entire solar systems, and has driven hundreds of species to extinction. When Artemis reappeared on Earth, at the head of the Lifer armies, the Roe avatar followed. Taking a human name and mortal persona, Roe Athene was born, and took command of the Choicer forces. Thirty years of ceaseless civil war ripped apart America, until the war finally ended in the Boston snow, when Roe Athene drove her blade through her daughter's heart.

After the war ended, Roe chose to remain on Earth, to repair the damage her daughter's rampage caused, and to ensure that the Lifer nation could never rise again to threaten the Choicer allies she had cultivated. Never interested in carving out a galactic kingdom of her own, Roe Athene has never-the-less found herself in a global leadership positon. She remains the protecter and champion of the Choicer cause, and has become a living saint to the Covenant's neo-pagans.

Commander Roe Athene is outwardly human. A giant of a woman, she stands more than six foot tall. Her body is athletic and lean, her powerful alien musclulature giving her a Olympic athlete's build. Her eyes are normally a soft grey, but flare emrald when she uses her powers.

Roe Athene wears a sleek white Kevlar bodystocking layered with dense polymer chainmail. She usually conceals her long, blond hair beneath a tightly fitted, spotless white spartan-style helm. Her armor is a spotless white- the only color she wears is her long green hooded cloak, and the blade. Roe never wears any color other than green or white, even when she is among civilians.

Roe's sword is a massive, claymore-like weapon, carved from a single piece of ultra-dense green stone. The sword weighs more than a city bus, and can slice through tank armor like rice paper; only Roe can even lift the massive weapon. The hilt of the sword is a massive partial circle decorated with seemingly random spines and growths, as chaotic and organic as a coral reef. When the weapon is held blade down, it resembles an extremely stylized female symbol.

Roe Athene is invariably polite, even to her Lifer nemesis. She only rarely loses her temper, but does display some extremely biting sarcasm when contronting Lifer terrorists; she's been known to break a man's beliefs and scour his soul with a few well chosen worlds. She prefers to use the minimal force required in any situation; she'd rather stare down an adversary than draw her sword, and would rather talk a situation out than stare an adversary down. However, when Roe fights, she fights with brutal, practiced efficiency, trying to kill or incapicitate an adversary as quickly as possible. If an adversary refuses Roe's single call for surrender,

she fights without a trace of comapssion or mercy.

Though, in her own words, "the Choicer movement is only a…microcosm… of what I truly believe in" Roe fights tirelessly for the cause. She tries (usually without success) to minimize the cultural disruption her presence causes. She refuses to allow herself to become a planetary overlord. By chance more than by choice, Roe has become a major power 'behind the throne' among the Choicers.

Lifechained (EX): Roe Athene is the immortal avatar of the Mother, Her hands and eyes in our universe. For all her world-shaking power, she is considered to have a single Lifechained feat for the purposes of predatory feats. Roe is immune to the effects of predatory Lifechain feats.

Lifechain Primacy (SU): As the embodiment of womankind, the Roe can restrict the behavior of lesser Lifechains. Lifechained creatures cannot easily attack or hinter Roe Athene.

Non-Lifechains are not affected by this ability in any way.

Lifechain creatures with 20+ HD are immune to the effects of this ability.

Lifechain creatures with 11-19 HD cannot make attacks of opportunity against Roe.

Lifechain creatures with fewer than 10 HD cannot attack or take direct hostile actions against Roe.

Lifechained creatures with 4 or fewer HD cannot attack or take direct hostile action against either Roe or known allies of Roe, providing those allies are within 60 ft of the Goddess.

Each Lifechain feat a creature possesses reduces its effective character level / Hit Dice by –1 for the purpose of this ability.

Athena's Victory (SU): Commander Roe Athene is one of the greatest warriors to ever walk the planet, the heir of the Senate and its immortal swordsmen. Her blade is a massive, claymore-like weapon, but she wields it every bit as adroitly as the Senate wielded their rapiers.

When the Roe attacks with her blade, its minimum attack roll is 10. If the gamemaster chooses, she may simply declare that the Roe rolls 10 on her attack roll, without having to use dice. If Roe wishes to expend additional effort, she can roll to strike normally. In this case, the minimum attack roll possible is 10. A roll of 1-9 is treated as a roll of 10, and a roll of 10+ is resolved normally.

Roe may always choose to make a full attack using her sword, even if the avatar has moved or taken a move-equivalent action during the round. Roe Athene may move between attacks during a full attack routine, so long as she does not move a total distance greater than her total running distance during the round.

Roe always confirms a critical hit when attacking with her blade. Roe's impressive sword scores a critical hit on a roll of 17-20 and inflicts triple damage on a critical hit. Her blade ignores Hardness and non-magical damage reduction. Roe can summon her blade from its other-dimensional storage aperture, or dismiss it as a free action.

Though only a shadow of the true power and glory of the Mother, the Roe is still impressively powerful. Thanks to her divine blood, Roe is immune to a variety of energy forms, and is highly resistant to purely physical assaults. As the embodiment of a universal concept, Roe's entire body is steeped in magic, providing her with Spell Resistance 12.

The Roe's body constantly replenishes itself. She never tires and possesses Fast Healing 3.

Femininity's Knight (SU): Roe can speak and is literate in all languages, and can communicate with any creature that has a language. Roe can communicate telepathic with any sentient female within a 1 mile radius.

The Roe maintains a constant, low-level empathic communication with all sentient females within a 50 mile radius. She can sense the general mood of all sentient women within a specific area. When interacting with any sentient female, of any

species, Roe receives a +10 racial bonus on Bluff, Diplomacy, Sense Motive and Intimidate.

This empathic aura allows the Roe to share some of her courage and mental tenacity with nearby mortal females. All sentient females within 60 ft of the Roe become immune to mind-affecting abilities, so long as they remain within range.

The Roe's empathic awareness of women means it is difficult for mortal females to surprise her. She receives a +4 bonus on Initiative and REF Saves made against ambushes launched by any female attacker. The Roe receives a +4 insight bonus to Defense against any melee attack launched by a female adversary.

Finally, like the harbingers who act in her name, Roe can induce or terminate a pregnancy in any willing female by touch. Children conceived in this manner receive the Awakened Heritage (The Mother) feat as their genetic birthright.

Execute Lifespawn (EX): Roe Athene is often called upon to execute rouge Lifespawn, and has put to death some of the most fearsome creatures ever spawned by the Phallus- her own daughter, Artemis, among them. As often as three times per day, Roe may attempt to smite a Lifechained creature.

She may add bonus damage equal to her Hit Dice plus her CHA modifier
(25 hp) to the damage from any single melee attack or any of her spell-like abilities.

This additional damage is not multiplied on a critical hit. Roe must declare this ability before rolling to hit. If the attack misses, or if the target is not Lifechained, the smite does not function, but the daily use is still wasted.

Superior Spell-Like Abilities (SP): The Roe is protected by a corona of glistening emerald force. She can manipulate her forcefield to produce a variety of deadly effects. When using her innate spell-like abilities, Roe treats spell casting as an attack action, rather than a full round action. She may incorporate spell-like abilities into her full attack routines, and often does so, using spells to blast opponents from a distance before closing to finish them with her blade.

Artemis (CR 28)
Large Lifechained Outsider
Lifechain: 1
Init +4; **Senses** Darkvision 120 ft, Lowlight Vision, Scent. Sensor suite equal to a PL 8 light starship.
Aura None
Languages Any

Defense 24**, touch** 14, **flat-footed** 20
hp 18d8+234(315 hp); **DR** 10/magic **Fast Healing** 5
Immune Ballistic Damage, Fire, Force, Cold, Radiation, Suffocation and Vacuum. Massive Damage. Poison, Disease, Stunning, Non-lethal damage, energy drain, ability score damage. Immune to predatory Lifechain abilities
Resist Electricity 15
Fort +24, **Ref** +14, **Will** +14

Speed 50 ft / flight 80 ft (average) Starleap space flight
Melee +27 melee (3d6+9 slam)
Melee Space 10 ft x 10 ft.; **Reach** 10 ft.
Base Atk +18; **Grp** +31
Atk Options +27 melee (3d6+9 slam)
or + 22 ranged (Particle Beam 8d8 fire/slashing. Negates fire resistance. 10 mile range increment, crit 18-20 x2)
or optic lasers (6d6 force, automatically hit within 1000 ft)

Abilities STR 28 DEX 16 CON 37 INT 12 WIS 17 CHA 15
SQ Goddess of the Hunt, Lifechained Primacy, Frightful Presence (Fearsome Violence)
Feats Fearsome Violence, Point Blank Shot, Dead Aim, Burst Fire, Strafe
Skills Intimidate +14, Knowledge: tactics +12, theology & philosophy +12, Spot +9
Possessions The devotion and resources of a terrorist nation.

Artemis was broken when she fell to Earth. Her endless war with her mother, the Roe, had left her exhausted, her weapons depleted, and her sanity gone. Seeking an advantage- any advantage- against her despised Mother, Artemis had destroyed entire cultures…including the Truegrey. Horrified by her own actions, by her own callous genocide, Artemis exiled herself beyond the known galaxy.

She wept, all alone in the darkness, for aeons. Finally, an intercepted television signal- a ghost whispering out in the darkness- gave the bereft goddess a new hope, a new way to atone. Answering the faint, electro-magnetic call, Artemis drifted into Earthspace. The goddess, older than time itself, accepted and was baptized into a human faith, and accepted a human cause. To atone for her sins, to wash away the Truegrey's blood, the mad goddess would fight to save Earth's unborn.

Taking the identity of Artemis, Greek goddess of childbirth and the hunt, the goddess became the general of the Lifer Army of God. Artemis provided the Lifers with access to her technology, allowing innovative cyber-weapons and revolutionary shell suits to be reverse-engineered from her own body. With Artemis at their side, the Lifers could not be defeated. Even when Roe Athene entered the War on the Choicer side, the best the Covenant could hope for was a long, bloody stalemate.

The two deities waged their ancient war on Earth for 30 turbulent years, until they finally met during the Battle of Boston. With both armies exhausted, the battle came down, at long last, to Roe and Artemis. When the duel was over, Roe stood triumphant, and Artemis' dying body fell to the stained snow. After the peace treaty was signed, Roe personally saw to the burial of her estranged daughter. The mad goddess was laid to rest in a tomb carved from asteroidal rock, and left to orbit a dead star.

That was 16 years ago.

Artemis is a massive woman with armored skin as dense and grey as the barrel of a submachine gun. Artemis stands more than nine feet tall, and the heavy, three-pronged iron crown she wears upon her brow adds another two feet to her height. The giantess clothes herself in an armored shell. Her cybernetic armor attaches to her body, and draws its power from her endless divine energies.

Artemis' armor is the inspiration for the Lifer field uniform. The goddess wears full body armor, which resembles a cross between a knight's plate mail and an ultramodern Shell suit. Her armor is a royal purple, with an intricately articulated black and grey understructure. Artemis wears the Lifer Sigil proudly upon her left breast, and touches the symbol constantly for reassurance.

Artemis' main gun is a massive long barreled particle cannon permanently affixed to her right shoulder. This impressive cannon responds to its mistress' thoughts, and fires a beam of screaming yellow energy powerful enough to blow apart a sub-orbital or punch through a skyscraper.

For all her power, Artemis is a fundamentally broken being. Her experiences have driven her mad, and her involvement with the Lifers has only worsened her mental state. She is driven entirely by guilt and rage; when she is not on the battlefield, she collapses into a melancholy depression. During the worst days of the War, she hardly left her quarters, only entering battle when the Lifer army was on the verge of defeat. The goddess is plagued by horrible hallucinations – images of the slaughtered Truegrey and mutilated human fetuses plague her every waking moment.

Artemis is dangerously unpredictable, flying into a rage at the slightest provocation. She contains her anger around other Lifers, trying her best to inspire and lead them. However, without her rage, Artemis is a pale creature indeed. She can barely bring herself to speak above a whisper; the only time she doesn't stutter and mumble is when she's shouting commands on the battlefield. There, Artemis is the leader and the hero she desperately wishes herself to be.

Lifechained (EX): Artemis is the first child born in our universe, the last and least of the Third Pantheon. For all her world-shaking power, she is considered to have a single Lifechained feat for the purposes of predatory feats. Artemisis immune to the effects of predatory Lifechain feats.

Lifechain Primacy (SU): As the first begotten child of the Third Pantheon, Artemis can restrict the behavior of lesser Lifechains. Lifechained creatures cannot easily attack or hinter Artemis.

Non-Lifechains are not affected by this ability in any way.

Lifechain creatures with 19+ HD are immune to the effects of this ability.

Lifechain creatures with 9-18 HD cannot make attacks of opportunity against Artemis.

Lifechain creatures with fewer than 9 HD cannot attack or take direct hostile actions against Artemis.

Lifechained creatures with 4 or fewer HD cannot attack or take direct hostile action against either Artemis or known allies of Artemis, providing those allies are within 60 ft of the Goddess.

Each Lifechain feat a creature possesses reduces its effective character level / Hit Dice by –1 for the purpose of this ability.

Goddess of the Hunt (SU): Artemis is incredibly powerful, and during the War she single handedly won engagements against entire tank battalions. Artemis' presence was a major factor in prolonging the War; her might was the ultimate 'force multiplier' for the embattled Lifer nation.

When Artemis attacks with her main gun, its minimum attack roll is 12. If the gamemaster chooses, she may simply declare that the Roe rolls 12 on her attack roll, without having to use dice. If Roe wishes to expend additional effort, she can roll to strike normally. In this case, the minimum attack roll possible is 12. A roll of 1-11 is treated as a roll of 12, and a roll of 12+ is resolved normally.

Artemis' main gun is a fusion-particle beam powerful enough to blow through a mountain. This impressive weapon has a range increment of 10 miles in an atmosphere, and no maximum range when used in vacuum. The particle beam inflicts 8d8 points of damage, half fire and half slashing.

Artemis always confirms a critical hit when attacking with her particle beam. The particle cannon scores a critical hit on a roll of 18-20 and inflicts double damage on a critical hit. The cannon ignores Fire Resistance or Immunity; the lancing, urine-yellow beam burns hotter than a main sequence star, and can scorch even Roe's invulnerable flesh.

Like all the members of the Third Pantheon, Artemis is incredibly durable. Thanks to her divine nature, she is immune to a variety of energy forms, and is incredibly resistant to physical damage. She has spurned many portions of her divine heritage, and lacks the typical godly Spell Resistance.

Her cybernetically enhanced divine form constantly repairs itself. Artemis possesses Fast Healing 5.

As a divine creature, Artemis can speak and is literate in all known languages.

Frightful Presence (SU): Artemis can inspire terror by charging or attacking. Affected creatures must succeed on a WILL Save (DC 19) or become *shaken*, remaining in that condition as long as they remain with 60 feet of the Artemis.

Artemis has the Fearsome Violence feat, which improves her Frightful Presence. Each time the Artemis kills a living creature during a particular encounter, this save DC increases by one. Creatures within range of Artemis' frightful presence aura must succeed on a new save after each kill.

Optical Lasers (EX): Integrated laser systems are built into Artemis' eyes, allowing her to slice apart any adversary she can see. These crimson laser beams require no attack roll, and automatically hit any single target within 1000 ft. Artemis' eye lasers inflict 6d6 points of force damage as an attack action.

The Nemesis (CR 40+)
Huge Lifechained Outsider
Lifechain: 1
Init +5; **Senses** Blindsight 120 ft, Darkvision 120 ft, Lowlight vision, Scent **Aura** Acidic Atmosphere (4d6 points of acid damage, 30 ft radius)
Languages Any

Defense 41**, touch** 21, **flat-footed** 40
hp 36d8+900 (1,188 hp); **DR** 20/- **Fast Healing** 10
Immune Acid, Fire, Cold, Suffocation, Massive Damage, Critical Hits, Stunning, Non-Lethal Damage. Poison, Disease, Energy Drain, Ability Score Damage. Petrifaction, polymorphing, any affect that would alter the god's form. Immune to predatory Lifechain feats.
Resist Electricity 10 **SR** 30
Fort +53, **Ref** +29, **Will** +32

Speed 120 ft / Swim 90 ft / Flight 50 ft (clumsy) in atmosphere / Starleap space flight
Melee +41 melee (4d6+21 (45 hp) slam)
Usually Power Attacks for –20 to hit, +20 to damage
Melee Space 15 ft x 15 ft.; **Reach** 10 ft.
Base Atk +20; **Grp** +49
Atk Options +41 melee (4d6+21 (45 hp) slam)
or Whisper of Death (60 ft radius, FORT DC 42 or die, only affects Lifechains)
or Whisper of Obsolescence (60 ft radius, FORT DC 50 or permanently lose Lifechain abilities)
or Scream of Bile (10 ft x 500 ft breath weapon, 20d6 (120 hp) acid/sonic, REF DC 35 half)
Special Actions: Whisper of Death, Whisper of Obsolescence, Swallow Whole
Spell-Like Abilities (20th): At Will- Bestow Curse (WILL DC 32 negates), Inflict Critical Wounds (Touch attack, 4d8+10- 48 hp) , Mass Inflict Light Wounds (WILL DC 32 half, 1d8+10 –18 hp), Insect Plague (WILL DC 32 partial)

Abilities STR 53 DEX 13 CON 61 INT 29 WIS 19 CHA 31
SQ Power of the Gods, Fast Healing 10, Lifechained Primacy
Feats Power Attack, Cleave, Great Cleave, Improved Initiative, Dodge, Mobility, Improved Bull Rush, Sunder, Medical Expert, Surgery
Skills Treat Injury +43, Craft: pharmaceutical, chemical, visual arts +48 each, Knowledge: arcane lore, earth & life sciences, history, physical sciences, theology & philosophy +48 each, Intimidate +49
Possessions The living bio-mass of entire solar systems.

The Nemesis is one of the twin sons of God, the devil figure in pan-galactic mythology. Completely above humanoid concerns of morality, this massively powerful creature believes that strength, courage, evolution and power can only be won through pain. Known as the father of all disease and mother of all famines, and as the progenitor of the fearsome Nemesis Lifespawn, The Nemesis sees it as his duty to test and temper the creatures of the Galaxy.

The Nemesis lurks within the Inner Necklace worlds, waging a war of ideals against His divine brother, The Genesis. The Nemesis has claimed a hundred score of the most lethal and biodiverse Necklace worlds as His kingdom. It's claimed he sleeps within a sunken palace, floating amid an endless planetary ocean, dreaming amidst acidic seas. These fecund worlds are strangely beautiful, and are populated with some of the deadliest Lifechained predators in all creation. The Nemesis commands dragons and abberant alien-intellects millions of years old. His army is vast beyond imagining, and composed of the most savage and powerful Lifespawn in the cosmos.

The Nemesis was born within the Phallus, and he is welcome within the cosmic citidel as one of the princes of the universe. Some of the worlds of the Nemesis' kingdom are permanent portals into the Phallus; an unwary visitor can cross from a Necklace world into the Phallus with a single misstep.

The Nemesis most commonly appears as a goliath near-humanoid, well over thirty feet tall and as massive as a blue whale. The earth trembles under The Nemesis's feet. The god's muscular frame is covered in a foot thick layer of leathery, midnight

blubber, so dark it seems to abosrb light like a dead star. The Nemesis's face is bison-like, with a short snout and small, deep set eyes that glow a bloody crimson The Nemesis' skull is topped by a pair of short, curving horns, and an uneven pair of larger horns rise from The Nemesis' shoulders, resembling a crescent moon.

The Nemesis hides his inhuman face behind a golden mask, resembling the burial mask of some ancient god-king The Nemesis carries no weapons, and has no need of such things. The hermapahditic monster wears no clothes, nor armor, and displays his/her abberant gentitals proudly, as a battle standard.

Power of The Gods (SU): As a divine creature, the Nemesis automatically receives the best possible result on any dice roll, including attack rolls, skill checks and saving throws and Hit Die. When The Nemesis makes a check, attack, or save assume a 20 was rolled and calculate success or failure from there. A d20 should still be rolled and used to check for a threat of a critical hit. The numerical, variable effects of any spell cast by The Nemesis are maximized.

As a god, The Nemesis is immune to virtually all forms of damage, a host of different energy types, and highly resistant to purely physical assaults. As a creature with a primal connection to the Singular itself, The Nemesis' entire body is steeped in magic, giving the god-king Spell Resistance 30.

The Nemesis' powerful body constantly repairs and improves itself, giving the creature incredible regenerative gifts. The Nemesis possesses Fast Healing 10.

The Nemesis can speak and is literate in all languages, and can communicate with any creature that has a language.

Lifechained (EX): The Nemesis is one of the first and most powerful Lifechained creatures. For all its power, it is considered to have a single Lifechained feat for the purposes of predatory feats. The Nemesis is immune to the effects of predatory Lifechain feats.

Lifechain Primacy (SU): As god of evolution, The Nemesis can restrict the behavior of lesser Lifechains. Lifechained creatures cannot easily attack or hinter the Nemesis.

Non-Lifechains are not affected by this ability in any way.

Lifechain creatures with 37+ HD are immune to the effects of this ability.

Lifechain creatures with 18-35 HD cannot make attacks of opportunity against The Nemesis

Lifechain creatures with fewer than 17 HD cannot attack or take direct hostile actions against The Nemesis.

Lifechained creatures with 4 or fewer HD cannot attack or take direct hostile action against either The Nemesis or known allies of the Nemesis, providing those allies are within 60 ft of the God.

Each Lifechain feat a creature possesses reduces its effective character level / Hit Dice by –1 for the purpose of this ability.

Acidic Atmosphere (EX): The Nemesis exhales a cloud of deadly, flesh destroying acids. All living creatures within 30 ft of The Nemesis automatically suffer 4d6 points of acid damage per round they remain in close proximity. The Nemesis may choose to allow specific creatures to approach closely without damage. The Nemesis may provide or revoke a creature's immunity to this acid cloud as a free action.

Scream of Bile (EX): The Nemesis can attack with a fearsome breath weapon, a combination of tissue destroying acids, hostile nano-weapons, tailored bio-toxins and lethal sonics. As an attack action, as often as once per round, The Nemesis can breath a 10 ft wide, 500 ft long line of entropy. The Nemesis' breath weapon inflicts 20d6 points of damage, half of which is Acid, half of which is Sonic. Those caught within the breath weapon's blast radius can attempt a REF Save (DC 35) for half damage.

Whisper of Death (SU): The Nemesis can snuff out a Lifechain's existence with a single whispered command. As an attack action, the Nemesis can whisper a short command that slays all Lifechained creature with 36 or fewer Hit Dice who are within 60 ft of the Nemesis. The Nemesis may choose to exclude specific Lifechained creatures, usually his own allies, from this lethal effect.

The victims must succeed at a FORT Save (DC 45) or perish instantly; even a Lifechained creature that successfully saves against this assault suffers 10d6 points of damage. Non-Lifechains are not affected by this ability. A victim suffers a penalty on their FORT Save equal to the number of Lifechain feats they possess.

Whisper of Death is considered a *death effect* for determining how resurrection magic interacts with the ability.

Whisper of Obsolescence (SU): As an attack action, the Nemesis can whisper a short command code which permanently destroys a Lifechain's alien organ systems and returns Lifespawn demi-gods to ordinary mortality. All Lifechained creatures with 36 or fewer Hit Dice who are within 60 ft of the Nemesis are potentially affected. The Nemesis may choose to exclude specific Lifechained creatures, usually his own allies, from this lethal effect.

Victims must succeed at a FORT Save (DC 50) or permanently lose the Lifechained subtype. All Lifechained feats and abilities vanish instantly. The now-unused feat slots are lost forever. A creature affected by this ability can never again become Lifechained. Once a creature saves against this effect, that creature cannot be affected by this ability for 24 hours.

Swallow Whole (Ex): The Nemesis can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes points of 10d6 +21 (81

hp) crushing damage plus points of 6d6 (36 hp) acid damage per round from the Nemesis digestive juices. A swallowed creature can cut its way out by dealing 50 points of damage to The Nemesis' digestive tract (Defense 25). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The Nemesis' gullet can hold up to 8 Large, 32 Medium, 128 Small or up to 512 Tiny or smaller creatures.

The Genesis (CR 40+)
Large Lifechained Outsider
Lifechain: 1
Init +; **Senses** Blindsight 120 ft, Darkvision 120 ft, Lowlight vision, Sensor suite equal to a PL 8 heavy starship **Aura** 60 ft Machine Dominance/Uplift
Languages Any

Defense 45**, touch** 25, **flat-footed** 40
hp 34d8+850 (1,122); **DR** 20/- **Fast Healing** 10
Immune Ballistic Damage, Force Damage, Fire, Cold, Suffocation, Massive Damage, Critical Hits, Stunning, Non-Lethal Damage. Poison, Disease, Energy Drain, Ability Score Damage. Petrifaction, polymorphing, any affect that would alter the god's form.
Resist Electricity 15, Acid 10 **SR** 30
Fort +46, **Ref** +26, **Will** +26

Speed 100 ft / flight 300 ft (perfect) in atmosphere / Starleap spaceflight
Melee +40 melee (4d8+20 (52 hp) slam)
Melee Space 10 ft x 10 ft.; **Reach** 10 ft.
Base Atk +20; **Grp** +44
Atk Options +40 melee (4d8+20 (52 hp) slam)
or anti-quantum barrage (20d6 (120 hp) force damage, 60 ft radius, REF DC 41 half)
or up to 4 thought-linked lasers (4d6 (24 hp) force damage, 12 miles, automatic hit)

Abilities STR 50 DEX 20 CON 60 INT 50 WIS 20 CHA 30
SQ Power of the Gods, Lifechain Primacy, Fast Healing 10, Dues Ex Machina
Feats Aircraft Operations, Alien Weapons Proficiency, Gearhead, Starship Operations, Starship Dodge, Starship Battlerun, Starship Strafe, Starship Mobility, Vehicle Expert
Skills Computer Use +59, Craft: electronic, mechanical, structural, visual art +57 each, Demolitions +57, Diplomacy +30, Disable Device +57, Drive +41, Intimidate +30 Knowledge: arcane lore, earth & life sciences, history, physical sciences, tactics, technology, theology & philosophy +57 each, Navigate +57, Pilot +41, Repair +59, Spot +44
Possessions An armada large enough to block out the stars.

The Genesis is the second son of God, the muse and patron of sentient life. The Genesis is worshiped by every soldier carring an assault rifle, by every pilot soaring in a sub-orbital, by every cyborg who gives up a bit of her flesh in exchange for power. The Genesis is known as the god of mechanical innovation; he is the patron of inventors, innovators and mechanical life. The Genesis is a creature of order and justice, The Genesis seeks to free the universe and its people from the pain and weakness epidemic to organic life, and uplift consciousness to mechanical perfection.

The Genesis rules several thousand Outer Necklace worlds, all of which are pristine, orderly paradises. The Genesis' vassals toil constantly to improve both themselves and their world. The Genesis' kingdoms are as cold and perfect as a faceted diamond. The Genesis views his empire as a single great machine, and ensures all its components work together smoothly.

As the younger son of God Himself, The Genesis is allowed entry to the Phallus, and the machine-lord's greatest foundries are found within the cosmic citadel.

The Genesis appears most often as a tall, proud humanoid male sculpted from a dense, golden metal. The Genesis stands nearly a dozen feet tall, and weighs more than a light starfighter. Every inch of the Genesis's metallic physique is inlaid with precious metals. The Genesis's body is paneled with strange obsidian markings in vaguely geometric shape; these smooth sections of his hull are so highly polished they reflect the stars The Genesis is a hyper-masculine god, and goes nude, with his erect

penis proudly displayed.

The Genesis' body is covered with hundreds of small lights, cameras and sensor nodes. These items glow a faint crimson, and glow like red stars, forming an intricate crimsion web covering his entire anatomy.The Genesis's face is human-like and beautiful, in a hard way. A pair of curving horns- seemingly carved from crimson plasma- rise from the sides of The Genesis's skull.

The Genesis is accompanied into battle by a huge, flat disk, which hovers a few inches from his spine at all times. Like an animated cloak or a shield, this disk leaps outwards to intercept attacks aimed at the god. The hovering disk slowly rotates, and crackles with energy discharges. Like the Genesis himself, the spinal disk is gold, inlaid with obsidian and ruby. At its masters command, this spinal disk can unleash devastating barrages of energy.

Power of The Gods (SU): As a divine creature, The Genesis automatically receives the best possible result on any dice roll, including attack rolls, skill checks and saving throws and Hit Die. When The Genesis makes a check, attack, or save assume a 20 was rolled and calculate success or failure from there. A d20 should still be rolled and used to check for a threat of a critical hit. The numerical, variable effects of any spell cast by The Genesis are maximized.

As a god, The Genesis is immune to virtually all forms of damage, a host of different energy types, and highly resistant to purely physical assaults. As a creature with a primal connection to the Singular itself, The Genesis' entire body is steeped in magic, giving the god-king Spell Resistance 30.

The Genesis' powerful body constantly repairs and improves itself, giving the creature incredible regenerative gifts. The Genesis possesses Fast Healing 10.

The Genesis can speak and is literate in all languages, and can communicate with any creature that has a language.

Lifechained (EX): The Genesis is one of the first and most powerful Lifechained creatures. For all its power, it is considered to have a single Lifechained feat for the purposes of predatory feats. The Genesis is immune to the effects of predatory Lifechain feats.

Lifechain Primacy (SU): As god of machines and genius inspiration, The Genesis can restrict the behavior of lesser Lifechains. Lifechained creatures cannot easily attack or hinter The Genesis.

Non-Lifechains are not affected by this ability in any way.

Lifechain creatures with 37+ HD are immune to the effects of this ability.

Lifechain creatures with 18-35 HD cannot make attacks of opportunity against The Genesis

Lifechain creatures with fewer than 17 HD cannot attack or take direct hostile actions against The Genesis.

Lifechained creatures with 4 or fewer HD cannot attack or take direct hostile action against either The Genesis or known allies of The Genesis, providing those allies are within 60 ft of the God.

Each Lifechain feat a creature possesses reduces its effective character level / Hit Dice by –1 for the purpose of this ability.

Machine Dominance/Uplift (EX): The Genesis radiates a spherical aura of self aware smartlight viruses, nanotechnology and even more exotic machines. The Genesis can sieze control of any machine- including self aware machines such as cyborgs and androids- who comes within 60 ft of the god.

The Genesis retains control for as long as the machine remains within 60 ft of the god and for 1 minute after. No skill check is required, and The Genesis can control an affected machine as a free action; the Genesis can simulataniously control up to 50 machines.

If the Genesis wishes, it can awaken any non-intelligent robot, android or construct to true sentience. Doing so radically rewrites the construct's programs, as well as upgrading its hardware. The Genesis can raise any Construct's Intelligence score as high as 40; uplifted constructs gain an allegience to The Genesis. Uplifting a construct is a full round action.

Anti-Quantum Barrage (EX): The Genesis can unleash a devastating barrage of energy from his disk-like main weapon. The Genesis fires a stream of agitated anti-quantums, which annhilates ordinary matter on the subatomic level.

As an attack action, the Genesis can create a spherical burst of energy, which affects everything within a 60 ft radius of himself. This energy barrage inflicts 20d6 (120 hp) points of force damage. This energy barrage ignores a target's hardness or non-magical Damage Reduction. Those within the blast radius can attempt a REF Save (DC 41) for half damage.

The Genesis can shape the resulting barrage with such precision he can target individual atoms, while leaving nearby atomic structures undamaged! The Genesis can choose which creatures and objects are affected by an anti-quantum barrage.

Thought-Linked Lasers (EX): The Genesis can fire a relatively-low power laser from any point on his body, projected by one of the hundreds of lasing arrays built into his metal skin.

These lasers have a maximum range of 120 miles, and automatically strike a target within that range. These lasers inflict 4d6 (24 hp) points of force damage. The Genesis can fire a spread of up to 4 lasers as a single attack action, which can be targeted at up to four different targets, or directed against a single victim.

Dues Ex Machina (EX): The Genesis is such a skilled inventor and technologist that the god can perform any Repair, Computer Use or Disable Device check as a standard action, without increasing the check DC. The Genesis can perform skill

checks with or against any machine within 120 ft, without actually having to touch the device.

The Weakling Gods

Compared to some of the deities and epic level adversaries found in D20 Fantasy, the dieites of the Third Pantheon might seem puny by comparison. However, they are more than a match for very high level D20 Modern and Future heroes, who tend to be weaker, and have less access to combat magic. Likewise, the Third Pantheon lacks the huge repitore of combat magic common to most high-CR fantasy adversaries. The Patheon's spell-like abilities are carefully chosen, so that each diety has a distinct feel and recognizable (and exploitable) set of tactics.

The statistics presented here are the **weakest** possible incarnations of the third pantheon. If the gamemaster desires to do so, she can easily add additional capabilities, to boost the power level of these already incredible opponents to genuinely epic levels.

Roe Athene is a minor goddess (Divine Rank 1), while Artemis is a semi-mortal heroine (Divine Rank 0). The Nemesis and the Genesis are high ranking gods (Rank 16+); the Singular and the Mother are powerful beyond human cromprehension (far above Divine Rank 20+). Any of the gods can be granted salient divine abilities, lots additional character levels, ninth level spell casting abilities, even Epic talents. Gamemasters are encouraged to create as fearsome and un-defeatable pantheon as their imaginations can concieve.

The Singular and the Mother

Neither the Singular nor the Mother have actively participated in the Universe they have created since before the dawn of recorded history. They slumber within the Phallus, two sleeping gods sharing a single cocoon. Together, they dream the Multiverse.

The Singular's origin is well known to scholars and students of the Lifechain's occult knowledge. The Singular is this universe's first betrayer. As the Second Universal Iteration drew to a close, the Singular betrayed the other members of the Senate, taking more and more power for Himself, until finally He had it all. With a roar of triumph, the Singular burned the old universe and created the Third Iteration from its ashes.

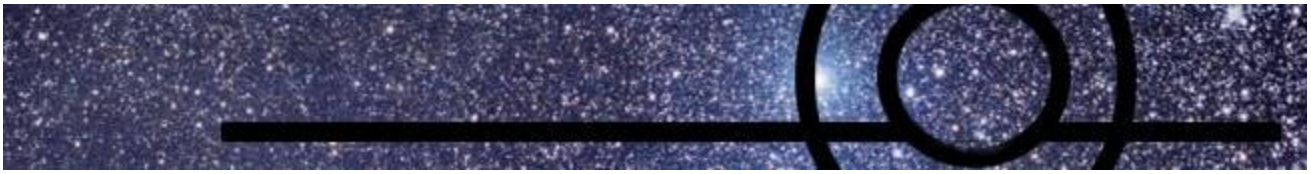
The Mother's origin is less clear. Some stories claim she is the last surving Senator, kept as a concubine and trophy by the victorous Singular. Others claim she was the Singular's daughter, his first and greatest creation, and that their incestous communion gave birth to the Nemesis and the Genesis. Other tales hint that the Mother is a creature from another reality entirely- a being from outside the Multiverse itself.

No matter Her origin, the Mother provided the Singular with His twin heirs, and is credited with shaping the development of life across the universe. In time, the Mother mated with her younger son, the Genesis, and gave birth to the mad goddess Artemis. Through her avatar, Roe, and to a lesser extent, through Artemis, the Mother takes a more active hand in the running of the universe than her divine consort. Her reasons and motives are unknown, perhaps unknowable, but the Mother opposes the Singular, and awaits the day when a new God will depose the old.

The Singular is worshipped on many worlds; hierogylphs and galactic mythology depict him as an enormous insect, a wasp-demon with wings so long they blacken the sky, but his true apperance and nature are unknown. Many cultures make no difference between the Singular and the Phallus, believing them to be one and the same. To many, the Singular itself is the axis upon which the universe turns.

The Mother is worshipped by many names, and in many ways. Many of her faithful depict her as a squat and matronly fertility goddess with the grasping, inhuman head of some great crab. Like the Singular, the Mother's true nature is unknown.

The few clues to the true natures of these two Over-Gods come from dreams and phrophecies, potsherds scattered across ruined worlds, and secrets hidden in the Lifechained genetic helix itself. Among these clues is a final great enigma: **why do some psychics dream of a third presence slumbering within the Phallus?**



Author's Afterword

Guide to the Known Galaxy is the first major sourcebook for the Otherverse America Campaign Setting, and may seem like an unusual choice for a lead-in project. I chose "Guide" as the inaugural sourcebook for two reasons.

First, I'm under no illusions that Otherverse America will be huge commercial hit; a superhero/ cyperbunk setting that emphasizes abortion isn't going to be an easy sell. Still, it's a setting I'm passionate about, and while I doubt Otherverse America will ever have the penetration of Forgotten Realms or Eberron, I would love it to become the next Red Star. For those of you who don't know, Red Star is Christian Gossetts revolutionary computer illustrated graphic novel series, which transforms the authors love and obsession with the Cold War era Soviet Union into the best epic, militaristic sci-fi setting since Herbert's Dune. I hope my unique perspective on and satire of American theology is half as well received, and gets out to as many readers as possible.

So the Guide is first in the batting order, simply because I can't think of any sci-fi gamer out there who can't use a few dozen new planets and alien races. And I'm hoping that once readers catch a 'teaser' glimpse of Otherverse America, they'll come back and purchase additional sourcebooks set 'on planet.'

Second, every conflict presented in the Guide prefigures a conflict raging across Otherverse Earth. As the back cover text says, Earth's wars are a microcosm of the epic-level battles occuring just off planet. The reverse is just as true. Gamers who pick up the Guide get a taste of the conflicts that drive the Otherverse: male vs female, Lifer vs Choicer, God vs Goddess. To one degree or another, every character option in this PDF reflects one of those core conflicts or some other design trope of the Otherverse. Players who choose to build an alien or Lifechained PC can do so in the full knowledge that their creation will **fit** into the Earth of 2107 C.E. and will **feel** like a part of the Otherverse.

Finally,a project of this size and complexity can't help but reflect the authors influences and beliefs. The first and greatest influence on the project is a book that's long since out of print. During the mid 1980s, National Geographic put out an impressive hardcover kids science text titled simply Our Universe. Lavishly illustrated and filled with facts and data and speculation, this book was a Christmas gift from my mother, and an especially lavish one. Forty dollars was a daunting cover price, especially for a single mom barely making rent, but my mother paid it, and the book is still on my reference shelf today.

Re-reading it as an adult and a pagan today, I'm struck with something besides the sheer love

and sacrifice the book represented: America may belong to Christians, a fact that's too entrenched to ever change, and I may be a lone soldier trapped deep witihin enemy territory, but **my people** already own the stars. There's a pagan flag planted proudly on the asteroid Hestia, on Venus, on giant Jupiter, across the whole Andromeda galaxy. The sky is filled with names from pagan myths and legends, and we just have to step off planet and claim whats ours. I've tried to do that with this book even if its only an imaginary journey.

Another imaginary journey which has proven a massive influence on the Guide is DC's Legion of Superheroes**,** which should come as no surprise to any other fan of the source material, especially gamers who plan to build an Ejawfe, Lanning-Injava or Shadowless PC. The Legion epitomizes the concept of an incredibly bio-diverse universe, filled with literally thousands of sentient races and millions of monstrous threats. Out of the Legion's nearly six decade publishing history, two stories stand out as major influences: The Legion Lost miniseries, published through 2002, and the much more continutiy heavy "Terra Mosaic" arc published nearly a decade prior. The Terra Mosaic, with its realistic and blood-soaked depiction of superheroic urban warfare is also one of the largest inspirations for the Otherverse as a whole.

Finally, the early video game Galaga proved an unexpected large influence on the Guide. I've got a copy of the game in a collection of old arcade hits, and whenever I took a break from writing or illustrating the Guide, I'd fire up **Galaga**. Like the monsters inhabiting deepest space in the Legion's future, the space-bugs in **Galaga** were both unexpectedly threatening and even more unespectedly beautiful….. goliath insects, as colorful as a rainforest parrot, descending from the black spaces between stars to savage passing starships. The Lifechain owes a huge visual debt to the nameless Japanese programmers who designed **Galaga**.

As I write, I keep a constant loop of CDs and DVDs playing as background noise. This is what was in my player while I was working on the Guide:

Recommended Listening and Viewing

Listening:

Conan the Barbarian Original Score

Hole, Celebrity Skin

Mortal Kombat Soundtrack

Songs of the Witchblade: Soundtrack to the Comic Books

Type O Negative, Least Worst Of

Viewing

The Aliens Quartet

Chronicles of Riddick

Event Horizon

Macross Plus

Chris A Field
Febuary – October, 2008

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Guide to The Known Galaxy,
2008 Otherverse Games.

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AS ABOVE, SO BELOW...

"The Abortion War, so violent and brilliant in its intensity, had finally attracted the attention of the old gods."
-Dr. Marlene Barron, Early February 2061

America's second civil war is mere microcosm for struggles that predate the birth of this Universe. Vastly powerful alien intelligences vie for control over the cosmos, and their bloodline stretches from one end of the galaxy to another. Alien races, some of which are an order of magnitude older and more powerful than humanity carve out enormous galactic empires, and are forced to deal with an upstart new species in their midst: homo sapiens.

Guide to the Known Galaxy is a sourcebook for the Otherverse America setting, and details the universe beyond the Earth of 2107 C.E. and humanity's place within it.

Inside you'll find:

- A dozen new player races, ranging from the mostly humanoid: the enigmatic and mournful Half Grey, to the uber-wealthy, hulking Stonecutters to utterly alien beings: the liquid-state Learning Flux and the dimensionally displaced Jigsaw.

- More than 30+ new feats. Lifechain Feats grant characters vast cosmic powers but bind them inexorably to the galactic food chain. A single Lifechained hero is a match for an entire platoon, but is the preferred prey of the worst monsters the universe has to offer.

- More than a dozen new Lifespawn xeno-predators, all drawn from this ultra-lethal galactic ecosystem with blood ties to the true gods of the universe.

- Histories, goals, details and full statistics for these same gods. A meeting with Artemis, Commander Roe Athene, the Nemesis or his rival the Genesis will forever change your players.

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